USER MANUAL

version 2.0

Eikos

PRELIMINARY

ANALOG WAY

THANK YOU

Thank you for choosing Analog Way. By following these simple steps, you should be able to operate the powerful **Eikos**.

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1-1. THE EIKOS OPERATING MODES

Before you start setting up your **Eikos** for the first time, be sure you know what you actually want to do with it. The **Eikos** offers a choice of three operating modes, which results in a versatile video production tool for live event staging and fixed installation applications.

*** NOTE * :** We recommend resetting the device to its default values every time you set up your shows or events (see the “Operating The Eikos” chapter, p25).

MIXER MODE

This mode allows for a single **Eikos** to seamlessly switch and blend any of its 12 analog/digital inputs with any other of the inputs, add PIP, titling or logo insertion to the live frame, while previewing your every move before going live, to avoid embarrassing errors on your main screen. The Mixer mode is the **Eikos** native mode, and with no less than 6 layers (of which 3 live layers). The **Eikos** with the Video output allows to have a full Main screen for recording or broadcasting.

MATRIX MODE

This mode turns your **Eikos** into a true 12 x 2 scaled matrix, while preserving seamless switching capabilities. Main and Preview outputs can be set to different resolutions and rates. Switching between any of the inputs can be done with the various effects (Cut, Fade, Slides…) and synchronized on both outputs.

QUADRAVISION MODE

This mode allows to display up to four live windows, while preserving seamless switching capabilities. Several templates are available.

1-2. USEFUL TERMS AND DEFINITIONS

BACKGROUND : a “Background” is a source, typically originating from a computer. **Eikos** enables you to work with live or still (frame) background sources - visually in back of all other sources.

LAYER : a “Layer” is an image display element (such as a PIP window, Key, Logos or Background) that has an associated visual priority — either in front (or in back) of another layer.

The **Eikos** can simultaneously view no less than 6 layers (3 video, or live layers, 1 frame layer, or background, and 2 logo layers).
Eikos can insert up to 2 PIPs on a live background, plus 2 logos.

PIP : a “PIP” (Picture In Picture), is a picture, typically of reduced size, which is positioned over another background image or PIP. PIPs can be reduced, enlarged and bordered. PIPs can overlap, depending on their visual priority.

Eikos allows for Dynamic PIP on the opening and closing of the sequence, vertically or horizontally. A “flying” PIP is also possible over the screen with vertical, horizontal or diagonal animation. A PIP is considered as a live layer.

FRAME : a “Frame” is a full screen image which is selected from one of the eight still frames which you can capture with the **Eikos**. A Frame can be flash captured and imported from any video or computer source plugged into the machine.

LOGO : a “Logo” is a part of screen image that can be flash captured and imported from any Video or Computer source, by keying or image cut-out. **Eikos** can record up to 8 still logos. They can be positioned anywhere on the screen. An animated logo is also available on the eighth input.

KEYING : a “Key” is an electronic process whereby an image is electronically superimposed over another source or background, by cutting out either a color (chroma key), or its brightness or luminance levels (luma key) . Keys are typically used for titles, logos and special effects.

Eikos allows to use a live source with green or blue background and to key it over any other live input.

2-1. SAFETY INSTRUCTIONS

SAFETY INSTRUCTIONS

CAUTION :

All of the safety and operating instructions should be read before the product is operated and should be maintained for further reference. Please follow all of the warnings on this product and its operating instructions.

- **WARNING** : To prevent the risk of electric shock and fire, do not expose this device to rain, humidity, intense heat sources (such as heaters and direct sunlight). Slots and openings in the device are provided for ventilation and to avoid overheating. Make sure the device is never placed near a textile surface that could block the openings. Also keep away from excessive dust, vibrations and shocks.

- **POWER** : Only use the power supply indicated on the device of the power source. Devices equipped with a grounding plug should only be used with a grounding type outlet. In no way should this grounding be modified, avoided or suppressed.

- **POWER CORD** : The device is equipped with a main switch (On (I) /Off (O)). The Switch ON and OFF is initiated by the main switch.

  Caution : The power cord constitute the only mean to totaly disconnect the equipment from the main power.
  Apply the following guidelines :
  - The equipment connected to the network must have a release system easily accessible and located outside the unit.
  - Unplug the power cord, do not pull on the power cord but always on the plug itself.
  - The outlet should always be near the device and easily accessible.
  - Power supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them.

If the power supply cord is damaged, unplug the device. Using the device with a damaged power supply cord may expose your device to electric shocks or other hazards. Verify the condition of the power supply cords once in a while. Contact your dealer or service center for replacement if damaged.

- **CONNECTIONS** : All inputs and outputs (except for the power input) are TBTS defined under EN60950.

- **SERVICING** : Do not attempt to service this product yourself by opening or removing covers and screws since it may expose your device to electric shocks or other hazards. Refer all problems to qualified service personnel.

- **OPENINGS** : Never push objects of any kind into this product through the openings. If liquids have been spilled or objects have fallen into the device, unplug it immediately and have it checked by a qualified technician.

INSTRUCTIONS DE SECURITE

Afin de mieux comprendre le fonctionnement de cet appareil nous vous conseillons de bien lire toutes les consignes de sécurité et de fonctionnement de l'appareil avant utilisation. Conservez les instructions de sécurité et de fonctionnement afin de pouvoir les consulter ultérieurement. Respectez toutes les consignes marquées dans la documentation, sur le produit et sur ce document.

- **ATTENTION :** Afin de prévenir tout risque de choc électrique et d'incendie, ne pas exposer cet appareil à la pluie, à l'humidité et aux sources de chaleur intense.

- **INSTALLATION :** Veillez à assurer une circulation d'air suffisante pour éviter toute surchauffe à l'intérieur de l'appareil. Ne placez pas l'appareil sur ou à proximité d'une surface textile susceptible d'obstruer les orifices de ventilation. N'installez pas l'appareil à proximité de sources de chaleur comme un radiateur ou une poche d'air chaud, ni dans un endroit exposé au rayonnement solaire direct, à des poussières excessives, à des vibrations ou à des chocs mécaniques. Ceci pourrait provoquer un mauvais fonctionnement et un accident.

- **ALIMENTATION :** Ne faire fonctionner l'appareil qu'avec la source d'alimentation indiquée sur l'appareil. Les appareils doivent être obligatoirement connectés sur une source équipée d'une mise à la terre efficace. En aucun cas cette liaison de terre ne devra être modifiée, contournée ou supprimée.

- **CORDON D'ALIMENTATION :** Les appareils sont équipés d'un interrupteur général (Marche I / Arrêt O), la mise en tension et la mise hors tension se fait en actionnant cet interrupteur général. Attention : le cordon d'alimentation constitue le seul moyen de débrancher l'appareil totalement de l'alimentation secteur. Pour être certain que l'appareil n'est plus alimenté, ce cordon doit être débranché de la prise murale.
  Appliquer les consignes suivantes :
  - Le matériel relié à demeure au réseau, doit avoir un dispositif de sectionnement facilement accessible qui doit être incorporé à l'extérieur de l'appareil.
  - Débrancher le cordon d'alimentation de la prise murale si vous prévoyez de ne pas utiliser l'appareil pendant quelques jours ou plus.
  - Pour débrancher le cordon, tirez-le par la fiche. Ne tirez jamais sur le cordon proprement dit.
  - La prise d'alimentation doit se trouver à proximité de l'appareil et être aisément accessible.
  - Ne laissez pas tomber le cordon d'alimentation et ne posez pas d'objets lourds dessus.

Si le cordon d'alimentation est endommagé, débranchez-le immédiatement de la prise murale. Il est dangereux de faire fonctionner un appareil avec un cordon endommagé; un câble abîmé peut provoquer un risque d'incendie ou un choc électrique. Vérifiez le câble d'alimentation de temps en temps. Contactez votre revendeur ou le service après-vente pour un remplacement.

- **CONNEXIONS :** Toutes les entrées et sorties (exceptée l'entrée secteur) sont de type TBTS (Très Basse Tension de Sécurité) définies selon EN 60950.

- **RÉPARATION ET MAINTENANCE :** L'utilisateur ne doit en aucun cas essayer de procéder aux opérations de dépannage, car l'ouverture des appareils par retrait des capots ou de toutes autres pièces constituant les boîtiers ainsi que le dévissage des vis apparentes à l'extérieur, risquent d'exposer l'utilisateur à des chocs électriques ou autres dangers. Contactez le service après-vente, votre revendeur ou s'adresser à un personnel qualifié uniquement.

- **OUVERTURES ET ORIFICES :** Les appareils peuvent comporter des ouvertures (aération, fentes, etc...), veuillez ne jamais y introduire d'objets et ne jamais obstruer ses ouvertures. Si un liquide ou un objet pénètre à l'intérieur de l'appareil, débranchez immédiatement l'appareil et faites-le contrôler par un personnel qualifié avant de le remettre en service.

INSTRUZIONI DI SECUREZZA

Allo scopo di capire meglio il funzionamento di questa apparecchiatura vi consigliamo di leggere bene tutti i consigli di sicurezza e di funzionamento prima dell'utilizzo. Conservare le istruzioni di sicurezza e di funzionamento al fine di poterle consultare ulteriormente. Seguire tutti i consigli indicati su questo manuale e sull'apparecchiatura.

- **ATTENZIONE** : Al fine di prevenire qualsiasi rischio di shock elettrico e d'incendio, non esporre l'apparecchiatura a pioggia, umidità e a sorgenti di eccessivo calore.

- **INSTALLAZIONE** : Assicuratevi che vi sia una sufficiente circolazione d'aria per evitare qualsiasi surriscaldamento all'interno dell'apparecchiatura. Non collocare l'apparecchiatura in prossimità o su superfici tessili suscettibili di ostruire il funzionamento della ventilazione. Non installate l'apparecchiatura in prossimità di sorgenti di calore come un radiatore o una fuoruscita d'aria calda, né in un posto esposto direttamente ai raggi del sole, a polvere eccessiva, a vibrazioni o a shock meccanici. Ció potrebbe provocare un erroneo funzionamento e un incidente.

- **ALIMENTAZIONE** : Far funzionare l'apparecchiatura solo con la sorgente d'alimentazione indicata sull'apparecchiatura. Le apparecchiature queste devono essere obbligatoriamente collegate su una sorgente fornita di una efficiente messa a terra. In nessun caso questo collegamento potrà essere modificato, sostituito o eliminato.

- **CAVO DI ALIMENTAZIONE** : Gli apparecchi con un interrutore (commutatore) generale (Accesso I : Speuto 0), accendere ou spagnere l'apparecchio si fa usando l'interrutore. **Attenzione** : il cavo di alimentazione è il solo modo di disconnettere l'apparecchio dell'alimentazione. Per assicurarsi che totalemente l'apparecchio non è più collegato, il cavo deve essere disconesso della presa murale.
  Seguire le instruzioni seguenti :
  - Il materiale collegato a residenza alla rete, deve avere un dispositivo di sezionamento facile da raggiongere eche deve essere inserito all'esterno del apparecchio.
  - Disconnettere l'apparecchiatura dalla presa murale se si prevede di non utilizzarla per qualche giorno.
  - Per disconnettere il cavo tirare facendo forza sul connettore.
  - La presa d'alimentazione deve trovarsi in prossimità dell'apparecchiatura ed essere facilmente accessibile.
  - Non far cadere il cavo di alimentazione né appoggiarci sopra degli oggetti pesanti.

  Se il cavo di alimentazione é danneggiato, spegnere immediatamente l'apparecchiatura. E' pericoloso far funzionare questa apparecchiatura con un cavo di alimentazione danneggiato, un cavo graffiato puó provocare un rischio di incendio o uno shock elettrico. Verificare il cavo di alimentazione spesso. Contattare il vostro rivenditore o il servizio assistenza per una sostituzione.

- **CONNESSIONE** : Tutti gli ingressi e le uscite (eccetto l'alimentazione) sono di tipo TBTS definite secondo EN 60950.

- **RIPARAZIONI E ASSISTENZA** : L'utilizzatore non deve in nessun caso cercare di riparare l'apparecchiatura, poiché con l'apertura del coperchio metallico o di qualsiasi altro pezzo costituente la scatola metallica, nonché svitare le viti che appaiono esteriormente, poiché ció puó provocare all'utilizzatore un rischio di shock elettrico o altri rischi.

- **APERTURE DI VENTILAZIONE** : Le apparecchiature possono comportare delle aperture di ventilazione, si prega di non introdurre mai oggetti o ostruire le sue fessure. Se un liquido o un oggetto penetra all'interno dell'apparecchiatura, disconnetterla e farla controllare da personale qualificato prima di rimetterla in servizio.

SICHERHEITSHINWEISE

Um den Betrieb dieses Geräts zu verstehen, raten wir Ihnen vor der Inbetriebnahme alle Sicherheits und Betriebsanweisungen genau zu lesen. Diese Sicherheits- und Betriebsanweisungen für einen späteren Gebrauch sicher aufbewahren. Alle in den Unterlagen, an dem Gerät und hier angegebenen Sicherheitsanweisungen einhalten.

- **ACHTUNG :** um jegliches Risiko eines Stromschlags oder Feuers zu vermeiden, das Gerät nicht Regen, Feuchtigkeit oder intensiven Wärmequellen aussetzen.

- **EINBAU :** Eine ausreichende Luftzufuhr sicherstellen, um jegliche Überhitzung im Gerät zu vermeiden. Das Gerät nicht auf und in Nähe von Textiloberflächen, die Belüftungsöffnungen verschließen können, aufstellen. Das Gerät nicht in Nähe von Wärmequellen, wie z.B. Heizkörper oder Warmluftkappe, aufstellen und es nicht dem direkten Sonnenlicht, übermäßigem Staub, Vibrationen oder mechanischen Stößen aussetzen. Dies kann zu Betriebsstörungen und Unfällen führen.

- **STROMVERSORGUNG :** Das Gerät nur mit der auf dem Gerät bezeichnete Stromquelle betreiben. Gerät mit geerdeter Hauptstromversorgung muss an eine Stromquelle mit effizienter Erdung angeschlossen werden. Diese Erdung darf auf keinen Fall geändert, umgangen oder entfernt werden.

- **NETZKABEL :** Da die Geräte über einen Hauptschalter (An I/ Aus 0) verfügen, erfolgt die Stromversorgung und -unterbrechung über diesen Hauptschalter.
  Achtung : Das Netzkabel stellt die einzige Möglichkeit dar, das Gerät vollständig vom Netzanschluss zu trennen. Um sicherzustellen, dass das Gerät nicht mehr versorgt wird, muss dieses Kabel aus der Netzsteckdose ausgesteckt werden.

  Bitte beachten Sie die folgenden Hinweise :
  - Wenn Geräte dauerhaft am Netz bleiben, müssen sie über eine leicht zugängliche Trennvorrichtung verfügen, die außen am Gerät angebracht sein muss.
  - Das Kabel mittels dem Stecker herausziehen. Niemals am Stromkabel selbst ziehen.
  - Die Steckdose muß sich in der Nähe des Geräts befinden und leicht zugänglich sein.
  - Das Stromkabel nicht fallen lassen und keine schweren Gegenstände auf es stellen.

  Wenn das Stromkabel beschädigt ist, das Gerät sofort abschalten. Es ist gefährlich das Gerät mit einem beschädigten Stromkabel zu betreiben; ein abgenutztes Kabel kann zu einem Feuer oder Stromschlag führen. Das Stromkabel regelmäßig untersuchen. Für den Ersatz, wenden Sie sich an Ihren Verkäufer oder Kundendienststelle.

- **ANSCHLÜSSE :** Bei allen Ein- und Ausgängen (außer der Stromversorgung) handelt es sich, gemäß EN 60950, um Sicherheits Kleinspannunganschlüsse.

- **REPARATUR UND WARTUNG :** Der Benutzer darf keinesfalls versuchen das Gerät selbst zu reparieren, die Öffnung des Geräts durch Abnahme der Abdeckhaube oder jeglichen anderen Teils des Gehäuses sowie die Entfernung von außen sichtbaren Schrauben zu Stromschlägen oder anderen Gefahren für den Benutzer führen kann. Wenden Sie sich an Ihren Verkäufer, Ihre Kundendienststelle oder an qualifizierte Fachkräfte.

- **ÖFFNUNGEN UND MUNDUNGEN :** Die Geräte können über Öffnungen verfügen (Belüftung, Schlitze, usw.). Niemals Gegenstände in die Öffnungen einführen oder die Öffnungen verschließen. Wenn eine Flüssigkeit oder ein Gegenstand in das Gerät gelangt, den Stecker herausziehen und es vor einer neuen Inbetriebnahme von qualifiziertem Fachpersonal überprüfen lassen.

INSTRUCCIONES DE SEGURIDAD

Para comprender mejor el funcionamiento de este aparato, le recomendamos que le acuidadosamente todas las consignas de seguridad y de funcionamiento del aparato antes de usarlo. Conserve las instrucciones de seguridad y de funcionamiento para que pueda consultarlas posteriormente. Respete todas las consignas indicadas en la documentación, relacionadas con el producto y este documento.

- **CUIDADO** : Para prevenir cualquier riesgo de choque eléctrico y de incendio, no exponga este aparato a la lluvia, a la humedad ni a fuentes de calorintensas.

- **INSTALACIÓN** : Cerciórese de que haya una circulación de aire suficiente para evitar cualquier sobrecalentamiento al interior del aparato. No coloque el aparato cerca ni sobre una superficie textil que pudiera obstruir los orificios de ventilación. No instale el aparato cerca de fuentes de calor como radiador o boca de aire caliente, ni en un lugar expuesto a los rayos solares directos o al polvo excesivo, a las vibraciones o a los choques mecánicos. Esto podría provocar su mal funcionamiento o un accidente.

- **ALIMENTACIÓN** : Ponga a funcionar el aparato únicamente con la fuente de alimentación que se indica en el aparato. Los aparatos deben estar conectados obligatoriamente a una fuente equipada con una puesta a tierra eficaz. Por ningún motivo este enlace de tierra deberá ser modificado, cambiado o suprimido.

- **CABLE DE ALIMENTACIÓN** : Los equipos incluyan interruptor general de alimentación (Encender I / Apagar 0), la puesta en marcha o desconexión se realiza por medio de este interruptor.
  El cable de alimentación constituye el único medio de desconectar el aparato totalmente de la red eléctrica. Para estar seguro de que el aparato no está más alimentado, este cable debe de ser desconectado de la toma de corriente.

  Aplicar las siguientes consignas:
  - El material conectado a residencia a la red informática, debe de tener un dispositivo de seccionamiento fácilmente accesible que debe de ser incorporado al exterior del aparato.
  - Desconectar el aparato del enchufe mural si no piensa utilizarlo durante varios días.
  - Para desconectar el cable, tire de la clavija. No tire nunca del cable propiamente dicho.
  - El enchufe de alimentación debe estar cerca del aparato y ser de fácil acceso.
  - No deje caer el cable de alimentación ni coloque objetos pesados encima de él.

  Si el cable de alimentación sufriera algún daño, ponga el aparato inmediatamente fuera de tensión. Es peligroso hacer funcionar este aparato con un cable averiado, ya que un cable dañado puede provocar un incendio o un choque eléctrico. Verifique el estado del cable de alimentación de vez en cuando. Póngase en contacto con su distribuidor o con el servicio de posventa si necesita cambiarlo.

- **CONEXIONES** : Todas las entradas y salidas (excepto la entrada del sector) son de tipo TBTS (Muy Baja Tensión de Seguridad) definidas según EN 60950

- **REPARACIÓN Y MANTENIMIENTO** : Por ningún motivo, el usuario deberá tratar de efectuar operaciones de reparación, ya que si abre los aparatos retirando el capó o cualquier otra pieza que forma parte de las cajas o si destornilla los tornillos aparentes exteriores, existe el riesgo de producirse una explosión, choques eléctricos o cualquier otro incidente. Contacte el servicio de posventa, a su distribuidor o dirigirse con personal cualificado únicamente.

- **ABERTURAS Y ORIFICIOS** : Los aparatos pueden contener aberturas (aireación, ranuras, etc.). No introduzca allí ningún objeto ni obstruya nunca estas aberturas. Si un líquido o un objeto penetra al interior del aparato, desconéctelo y hágalo revisar por personal cualificado antes de ponerlo nuevamente en servicio.

2-2. UNPACKING AND INSPECTION

1 x **Eikos** Multi-Layer Hi-Resolution Mixer Matrix Scaler Seamless Switcher
1 x Power supply cord.
2 x DVI male to HD15 female and DVI-D female Breakout Cable
1 x HD15-M to 5 BNC-F cable
1 x Ethernet cross cable (for device update)
1 x Set of 11 audio 5 pin screw terminals
1 x RCS (Remote Control Software) CD-ROM (PC only)
4 x Screws for handle removal (M4x12mm)
1 x User manual
1 x Quick Start guide

2-3. RACKMOUNT INFORMATION

Tabletop mounting : The **Eikos** can be used directly on a table, the unit is equipped with 4 handy anti-slip rubber feet.

Rack mounting : The **Eikos** is compatible with a 19" enclosure. Please follow the instructions below to install the device in a 19" rack.

Place the device in your rack. Attach the device to the rack by using 4 screws through the front panel holes (screws not included).
Rear fixing is also recommended, in particular for permanent installations. The **Eikos** is equipped with drill holes designed for compatibility with most rackmount braces.
Connect all of the cables of the device and attach them to the rack with the help of tie wraps.

IMPORTANT :

- The openings in the side and rear panels of the device are for cooling. Do not cover these openings to avoid cutting air circulation.
- Be sure that no weight in excess of 2 kg (4.4 Lbs.) is added onto the **Eikos.**
- The maximum ambient operating temperature should not exceed 40°C (104°F).
- The rack and all mounted equipment in it must be reliably grounded according to national and/or local electrical standards.

⚠ Dismantling front handles of the device could invalidate warranty on after sales services of your **Eikos**. It is strongly advised to avoid using front handles as rests for your **Eikos,** they are designed for manipulation purposes only.

If required, front handles of the device can be dismantled, but with caution.The original screws removed must not be reintroduced to their location without handles in place. Substancial damages can occur, including risk of electric shock from the main voltage. Only M4x12mm screws can be used. They are supplied with the unit.

2-4. CABLE AND ADAPTOR INFORMATION

A large choice of cables and adaptors are compatible with the **Eikos**. To find which are to be used in your setup, please refer to the Hardware Specifications chapter. Please contact your distributor for a list of available cables and connectors for your **Eikos.**

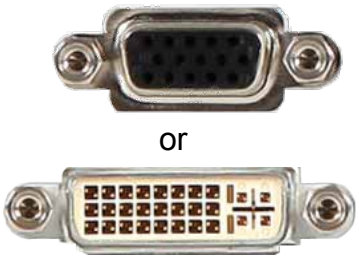
2-5. HARDWARE SPECIFICATIONS

Input specifications

• ANALOG COMPUTER

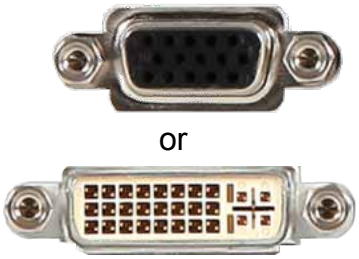
Connectors : Inputs 1 to 4: female HD15. Inputs 5-6: female DVI-I (analog pins).

Line frequency : Up to 130 kHz (165 MHz Max pixel rate).
Resolution : Up to 1600x1200 @ 165Mhz, 1920x1200px (RB, Max V size: 1200px, Max H size 2048px).
Sync. types : RGBHV, RGB/S, RGsB (Sync On Green).
Levels : R, G, B = 0.7 Vp/p.
H & V Sync = TTL
Composite Sync = TTL and 0.3 V (negative).
SOG (Sync On Green) = 0.3 V.
Impedance : R, G, B = 75 ohms.
H = 75 ohms or Hi-Z.
V = Hi-Z.



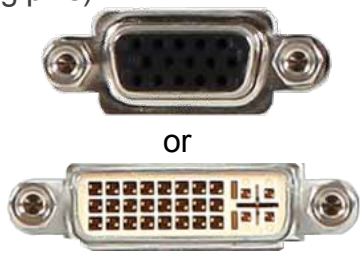
• RGB/S - RGsB VIDEO

Connectors : Inputs 1 to 4: female HD15. Inputs 5-6: female DVI-I (analog pins).
Frequency : 15.625 kHz - 50 Hz (625 lines).
15.734 kHz - 60 Hz (525 lines).
Levels : R, G, B = 0.7 Vp/p.
SYNC. = 0.3 Vp/p or TTL (negative).
Impedance : RGB = 75 ohms.
SYNC. = 75 ohms or Hi-Z.



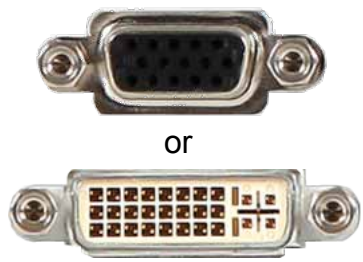
• COMPONENT

Connectors : Inputs 1 to 4: female HD15. Inputs 5-6: female DVI-I (analog pins).
Input 8 : female HD15.
Frequency : 15.625 kHz - 50 Hz (625 lines).
15.734 kHz - 60 Hz (525 lines).
Levels : Y = 1 Vp/p (0.7 V Luma + 0.3 V Sync.).
Cr / Pr & Cb / Pb = 0.7 Vp/p.
Impedance : 75 ohms.



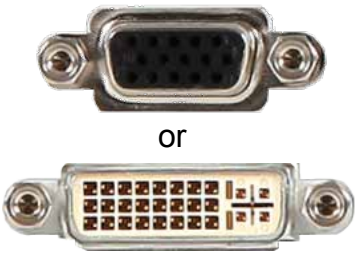
• HDTV - HD-YUV

Connectors : Inputs 1 to -4: female HD15. Inputs 5-6: female DVI-I (analog pins).
Formats : 720p/576p (60Hz), 1080i (50/60Hz), EDTV.
Levels : Y = 1 Vp/p (0.7 V + sync.).
Cr / Pr & Cb / Pb = 1 Vp/p (0.7 V + sync.).
Sync. : Tri-level: ±0.3V (positive/negative).
Bi-level: 0.3V (negative).
Impedance: 75 ohms.



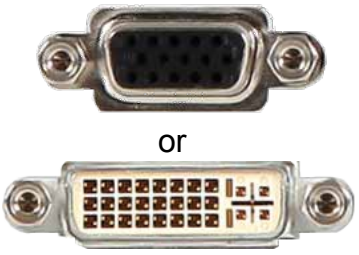
• S.VIDEO

Connectors : Inputs 1 to 4: female HD15. Inputs 5-6: female DVI-I (analog pins)
Standard : PAL/SECAM : 15.625 kHz - 50Hz - 625 lines
NTSC (3.58 - 4.43 MHz) : 15.734 kHz/60Hz/525 lines
Levels : Y = 1 Vp/p (0.7 V Luma + 0.3 V Sync.)
C = 0.3 Vp/p (Chroma Burst)
Impedance : 75 ohms



• COMPOSITE VIDEO

Connectors : Inputs 1 to 4: female HD15. Inputs 5-6: female DVI-I (analog pins)
RCA.Standard : PAL / SECAM: 15.625 kHz - 50 Hz - 625 lines
NTSC (3.58 - 4.43 MHz) : 15.734 kHz/60 Hz/525 lines
Level : 1 Vp/p (0.7 V Luma + 0.3 V Sync.)
Impedance : 75 ohms



• DVI (Digital Video Interface)

Connector : DVI Inputs 1-2: female DVI-I (digital pins)
Line frequency : Up to 130 kHz (165 MHz Max pixel rate)
Format : Digital Visual Interface (DVI)-TMDS single link
Resolution : Up to 1600x1200 @ 165Mhz, 1920x1200px (RB, Max V size: 1200px, Max H size 2048px)

• SD-SDI

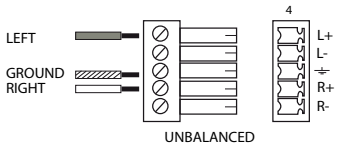
Connector : SDI Inputs 1 to 4: female BNC
Formats : SMPE 259M
Data rate : 270 Mbps serial digital
Impedance : 75 ohms

• HD-SDI

Connector : SDI Inputs 1 to 4: female BNC
Formats : 720p @ 50, 59.94 & 60 Hz
1035i @ 50, 59.94 & 60 Hz
1080i @ 50, 59.94 & 60 Hz
1080p @ 23.97, 24, 25, 29.97 & 30 Hz
1080sF @ 50, 59.94 & 60 Hz
Data rate : 1.5 Gbps serial digital
Impedance : 75 ohms

• Connector: Balanced or unbalanced mono/stereo inputs
(all pin MCO male connector)
8 audio stereo inputs + 1 auxiliary
(all balanced / unbalanced)
Vi = +15dBV max
Zi = 40kOhms (Balanced)

MCO male connectors
Inputs #1 to #6: Balanced & unbalanced connection
Inputs DVI #1 to DVI #2: Balanced & unbalanced connection
Input AUX: Balanced & unbalanced connection



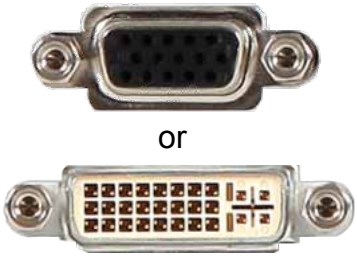
Output specifications

• ANALOG OUTPUTS

Connector: Outputs 1 (*Main*) & 2 (*Preview*): female HD15, DVI-I (analog pins)

Resolutions:

FORMAT	RATIO	REFRESH RATE
640 x 480	4 : 3	50Hz 60Hz 72Hz 75Hz
800 x 600	4 : 3	50Hz 60Hz 72Hz 75Hz
848 x 480	16 : 9	50Hz 60Hz 72Hz 75Hz
1024 x 768	4 : 3	50Hz 60Hz 72Hz 75Hz
1280 x 720	16 : 9	50Hz 60Hz
1280 x 768	15 : 9	50Hz 60Hz 72Hz 75Hz
1280 x 800	16 : 10	50Hz 60Hz 72Hz 75Hz
1280 x 1024	5 : 4	50Hz 60Hz 72Hz 75Hz
1360 x 768	16 : 9	50Hz 60Hz 72Hz 75Hz
1366 x 800	15 : 9	50Hz 60Hz 72Hz 75Hz
1400 x 1050	4 : 3	50Hz 60Hz 72Hz 75Hz
1440 x 900	16 : 10	50Hz 60Hz 72Hz 75Hz
1600 x 1200	4 : 3	50Hz 60Hz
1680 x 1050	16 : 10	50Hz 60Hz
1920 x 1080	16 : 9	50Hz 60Hz 72Hz 75Hz
1920 x 1080 B	16 : 9	50Hz 60Hz
1920 x 1200	16 : 10	50Hz 60Hz
2048 x 1080	19 : 10	50Hz 60Hz



Signals: RGBHV, RGBS and RGsB
Levels: R, G, B = 0.7 Vp/p
Sync. : Separate H & V = TTL (negative)
Composite = TTL (negative)
SOG = 0.3 Vp/p (negative)
Impedance: R, G, B = 75 ohms

• DVI (Digital Video Interface) OUTPUTS

Connector: Outputs 1 (*Main*) & 2 (*Preview*): female DVI-I (digital pins).

Signal: Digital Visual Interface (DVI)-TMDS single link.

Resolutions:

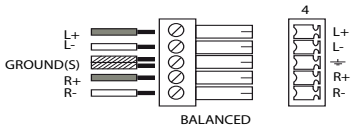
FORMAT	RATIO	REFRESH RATE
640 x 480	4 : 3	50Hz 60Hz 72Hz 75Hz
800 x 600	4 : 3	50Hz 60Hz 72Hz 75Hz
848 x 480	16 : 9	50Hz 60Hz 72Hz 75Hz
1024 x 768	4 : 3	50Hz 60Hz 72Hz 75Hz
1280 x 720	16 : 9	50Hz 60Hz
1280 x 768	15 : 9	50Hz 60Hz 72Hz 75Hz
1280 x 800	16 : 10	50Hz 60Hz 72Hz 75Hz
1280 x 1024	5 : 4	50Hz 60Hz 72Hz 75Hz
1360 x 768	16 : 9	50Hz 60Hz 72Hz 75Hz
1366 x 800	15 : 9	50Hz 60Hz 72Hz 75Hz
1400 x 1050	4 : 3	50Hz 60Hz 72Hz 75Hz
1440 x 900	16 : 10	50Hz 60Hz 72Hz 75Hz
1600 x 1200	4 : 3	50Hz 60Hz
1680 x 1050	16 : 10	50Hz 60Hz
1920 x 1080	16 : 9	50Hz 60Hz 72Hz 75Hz
1920 x 1080 B	16 : 9	50Hz 60Hz
1920 x 1200	16 : 10	50Hz 60Hz
2048 x 1080	19 : 10	50Hz 60Hz

• AUDIO OUTPUT

Connector: Output 1 (*Main*) and 2 (*Prelist*):
2 Balanced or unbalanced
mono/stereo outputs (on 5-pin MCO male connector).

Vo max: Unbalanced = +15dBu (at 300Ω load)
Balanced = +21dBu (at 600Ω load)
Zo = 600Ω balanced
Zo = 300Ω unbalanced
G = 0 dB nominal

Outputs #1 to #2: Balanced & unbalanced connection



• VIDEO OUT

Connector: 1x BNC-F: SD/HD-SDI (with audio embedded)
3x BNC-F: Y_Cb_Cr
1x Mini Din 4: S. Video
1x BNC-F: Composition video PAL/NTSC

Data rate: 270Mbps serial digital

Impedance: 75 Ohms

Formats: 720p @ 50,59.94 & 60 Hz
1035i @ 59.94 & 60 Hz
1080i @ 50,59.94 & 60 Hz
1080p @ 23.97, 24, 25, 29.97 & 30 Hz

Data rate: 1.54 Gbps serial digital

Communication specifications

• COMMUNICATION PORTS

REMOTE RS232

Connector: DB 9 female
Protocol: RS232
Data Rate: 9600 Bauds, 8 data bits, 1 stop bit, no parity bit, no flow control for normal.
DTR & RTS needed for upgrade.

• LAN

Connector: RJ45
Protocol: TCP (Transmission Control Protocol) or UDP (User Datagram Protocol).
Ethernet: Base 10/100

Environmental specifications

Dimensions: W 480 x D 330 x H 80 mm
19”W x 13”D x 3.15”H
Weight: 5.4 kg / 11.90 lbs
(Compatible with a Standard 19” rack, Height = 2 U)

Cooling air flow from right side to left side.
Max ambient operating temperature: < 40°C (< 104°F).
Operating temperature: 0 to 40°C / +32°C to +104°F
Storage temperature: -25 to 85°C / -13°C to +185°F
Operating humidity: 10 to 80% (non condensing)
Input voltage range: 100-240 VAC, 50/60 Hz
Typical consumption: 90 W

CE Compliancy, test following:

- EN 55022: 2006 / A1: 2007,
- EN 55024: 1998 / A1: 2001 / A2: 2003,
- EN 61000-3-2: 2006,
- EN 61000-3-3: 1995 / A1: 2001 / A2: 2005

Safety, test following:

- IEC 60950-1: 2005,
- UL 60950-1: 2007,
- CAN/CSA-C22.2 NO. 60950-1

Power supply: IEC/EN/UL/CSA 60950-1, internal, autoswitchable
Mecanical (in carton): Vibration: IEC60068-2-64
Free fall: IEC60068-2-32
RoHS, WEEE

Pin outs

- **VGA**

STANDARD VGA

1- Red	6- Red Return	11- ID Bit 0
2- Green	7- Green Return	12- ID Bit 1
3- Blue	8- Blue Return	13- H Sync
4- ID Bit 2	9- No Pin	14- V Sync
5- Test (Gnd)	10- Sync Return	15- ID Bit 3

- **DIGITAL VISUAL INTERFACE DVI**

Pin

1- TMDS Data 2-	7- DDC Data	13- Not used	19- TMDS Data 0 Shield
2- TMDS Data 2+	8- Analog Vertical Sync	14- +5V (Power)	20- Not used
3- TMDS Data 2 Shield	9- TMDS Data 1-	15- Ground for (+5V)	21- Not used
4- Not used	10- TMDSData 1+	16- Hot Plug Detect.	22- TMDS Clock Shield
5- Not used	11- TMDS Data 1 Shield	17- TMDS Data 0-	23- TMDS Clock +
6- DDC Clock	12- Not used	18- TMDS Data 0+	24- TMDS Clock-

C1- Analog Red Video (or Cr/Pr or C)
C2- Analog Green Video (or Y or Composite Video)
C3- Analog Blue Video (or Cb/Pb)
C4- Analog Horizontal Sync (or Composite Sync)
C5- Analog Common Ground Return

DDC = Display Data Chanel
TMDS = Transition Minimized differencial signal

- **RS 232 CONNECTOR**

Pin

1- NC	6- NC
2- Transmit data to PC (TX)	7- NC
3- Transmit data from PC (RX)	8- NC (or +12V. dc)
4- Receive data from display unit (RX)	9- Transmit data to display unit (RX)
5- Ground	

- **S VIDEO (Y/C) CONNECTOR - 4-pin Mini Din**

Pin

1- Y Ground
2- C Ground
3- Y Signal
4- C Signal

- **VESA DDC**

Pin

1- Red	7- Green Return	13- H Sync
2- Green	8- Blue Return	14- V Sync
3- Blue	9- DDC+5 Volt supply	15- Data Clock (SCL)
4- ID Bit 2 0	10- Sync Return	
5- Test	11- ID Bit	
6- Red Return	12- Bi-directional data (SDA)	

HDCP compliance

If you want to use HDCP content from your sources, be sure pluging HDCP compliant screens or projectors. If it's not the case, the output image could be disabled.
When displayingHDCP protected sources on non HDCP compliant equipment, the following message will be displayed on the device VFD screen:

"Due to HDCP content, non HDCP screens cannot display protected sources"

Screen will go to black without displaying the HDCP input image, or partially layer out non HDCP content.

Concerning the DVI inputs, a specific feature allows enable/disabled the HDCP receiver for the input chosen.

It can be very useful especially using a Mac:

Input Menu > DVI# > HDCP enabled

The output status can provide you all information about the output in real time.

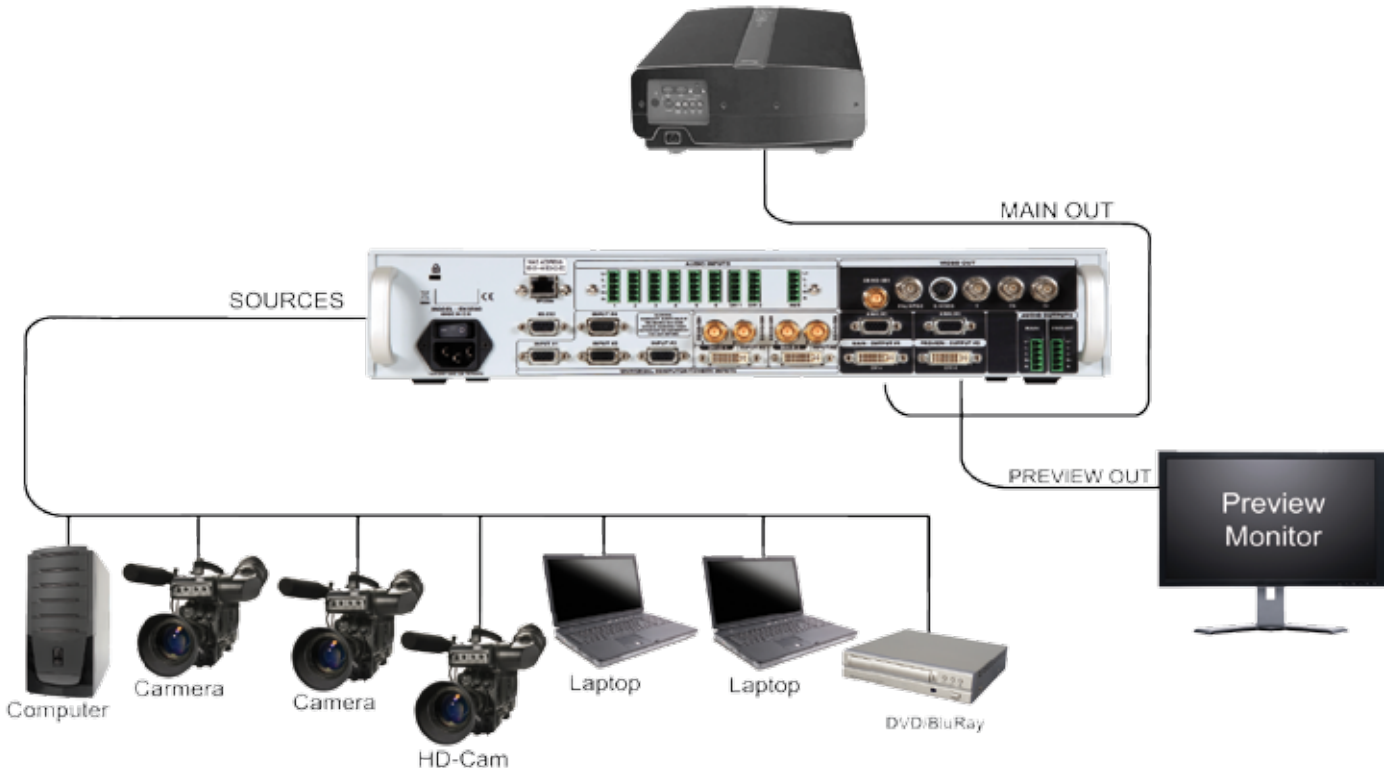
This feature is particularly needed when HDCP is used with long cable to be sure that the communication is well handled.

NOTE : as a part of policy of continuous improvement, Analog Way reserves the right to make design and specification changes for product improvements without prior notice. The performance specification figures indicated are nominal values of production units. There may be some deviations from these values in individual units.

3-1. CONNECTING THE EIKOS

The **Eikos** can be set up with up to 12 different sources, and will drive up to 2 digital DVI-D sources, 2 SD-SDI sources and 8 analog computer/video sources simultaneously. The versatility of the **Eikos** will allow for almost any event configuration and cater for all your projection needs.

The intuitive rear panel of the **Eikos** will let you set up for the first time quickly and easily. Here is an example of a typical **Eikos** setup.

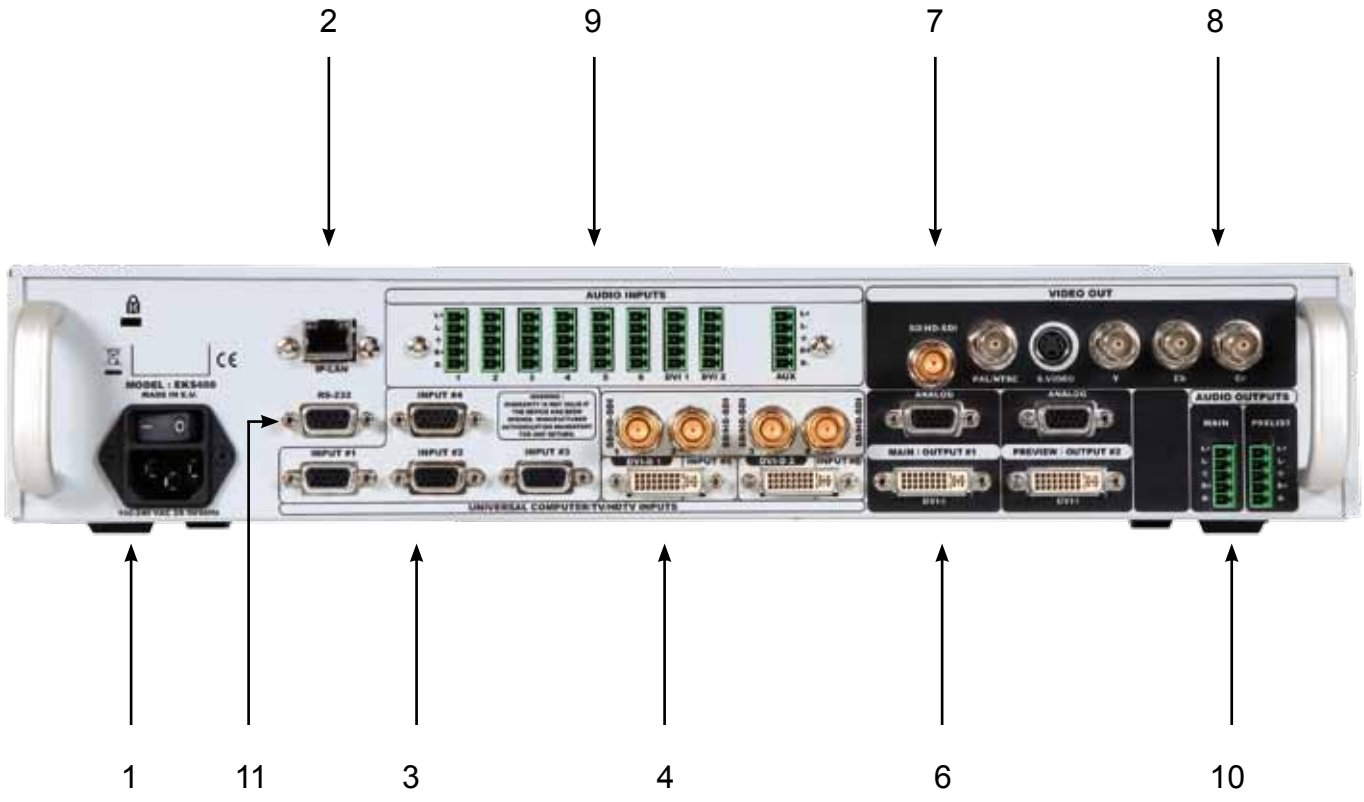


3-2. THE EIKOS REAR PANEL

Overview

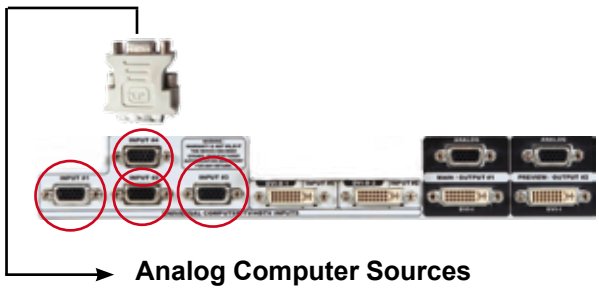
The **Eikos** rear panel is equipped with 11 universal digital and analog inputs. Inputs #1 through #4 (3) are universal analog inputs. Inputs #5 & #6 share a DVI-D signal and a universal analog signal (plug the shipped Analog Way DVI/HD15 adaptor cable to use DVI-D and analog signals simultaneously). The Main and Preview (6) outputs will allow for the **Eikos** high resolution digital and analog signals to be viewed on screen and/or on a preview monitor (see also Output Specifications in this chapter). The extra Video Out card installed on the **Eikos**, can be used for recording, broadcasting or previewing purposes in a wide range of formats for maximum compatibility with industry viewing or recording equipment.
Finally, the audio in and output card will let users trigger audio with any source, accurately balance or tweak sound sources and outputs.

1 : AC outlet and on/off switch
2 : IP-LAN connector
3 : Universal Computer/TV/HDTV inputs
4 : DVI-D inputs
5 : HD-SDI inputs
6 : Main and Preview outputs
7 : SD-HD/SDI output
8 : SD/HDTV output
9 : Audio inputs
10 : Audio outputs
11 : RS232 connector



UNIVERSAL COMPUTER & VIDEO INPUTS:

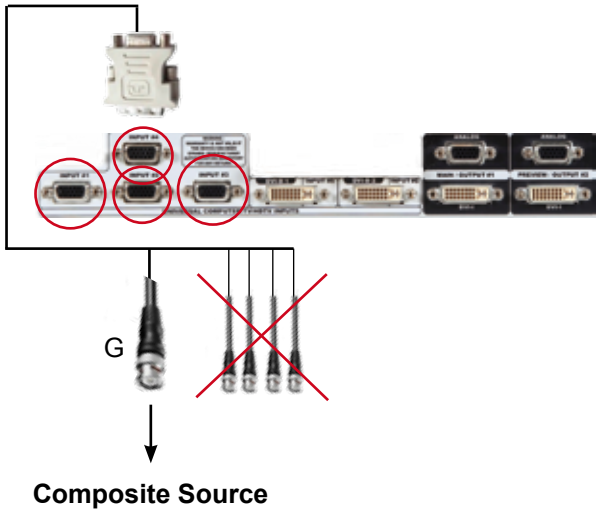
Universal Inputs accept computer sources (RGBHV, RGBS, and RGsB (SOG) signals), standard TV/VIDEO sources (Composite video, S.VIDEO), Component video (YUV, RGBS & RGsB (SOG)), and HDTV sources (480p, 720p & 1080i).
HD15 : 1x Universal Analog input on female HD15 connector.



COMPOSITE VIDEO SOURCES:

The Composite Video signal, usually called COMPOSITE or VIDEO, is available on most video equipment (VCR, DVD, CAMCORDER…), but is also the lowest in picture quality. The video standard of this signal can be NTSC, PAL or SECAM. The signal is transmitted on a single coaxial cable, and is connected to the video equipment with an HD15 connector.

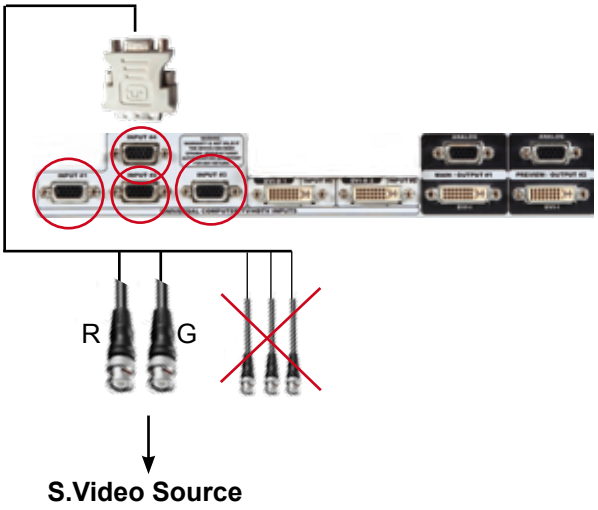
For inputs #1 to #4: connect a 1x BNC from your composite source, to the HD15 input of the device.



S.VIDEO SOURCES:

The S.VIDEO signal, also called Y/C, HI-8™, or S.VHS™, is available on DVD players and high quality VCRs (S.VHS). The S.VIDEO signal in which the Luminance (Y) and Chrominance (C) information are separately transmitted, gives a higher quality picture than the Composite video signal. The S.VIDEO connector is usually a 4-pin Mini-DIN connector also called Oshiden™ connector.

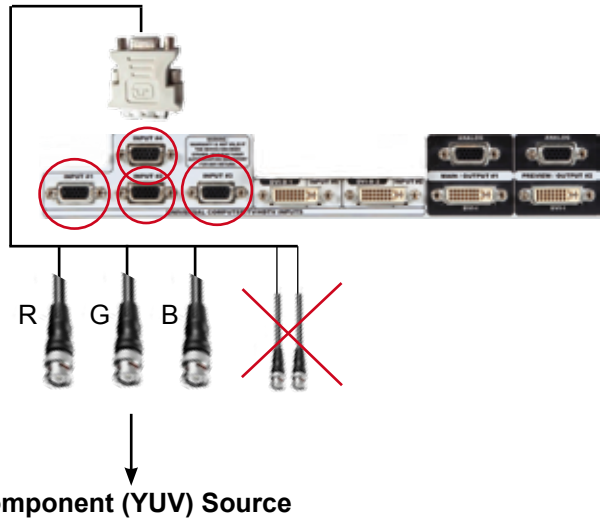
For inputs #1 to #4: connect a 2x BNC from your S.VIDEO, Y (G/Y) & C (R/R-Y), to the HD15 input of the device.



COMPONENT VIDEO SOURCES:

The Component Video signal, also called YUV (Y, Pr, Pb) or BETACAM™ is widely used in broadcasting and is available on high-quality DVD players. The COMPONENT signal is transmitted with 3 coaxial cables, and also has a better quality picture than COMPOSITE and S.VIDEO signals. The COMPONENT connectors are usually RCA (x3), or BNC (x3).

For inputs #1 to #4: connect a HD15 to 3x BNC cable between the HD15 connector of the device and your Component source.



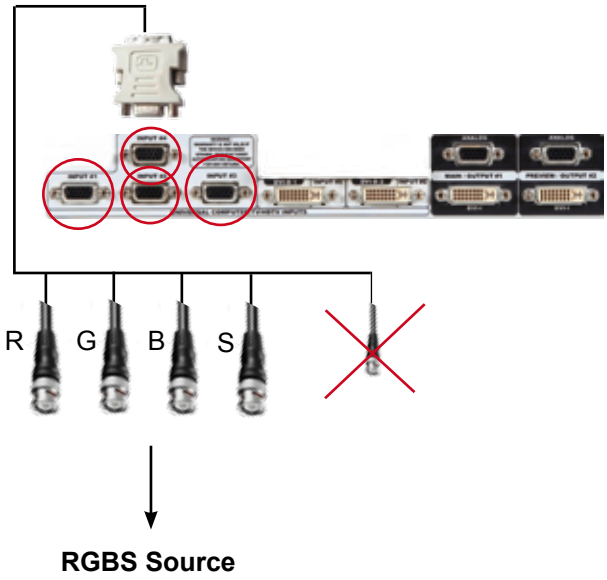
COMPUTER SOURCES:

The device accepts the following computer signals: RGBHV, RGB/S, and RGsB on inputs #1 to #6.

RGBS VIDEO SOURCES:

This signal is widely used in broadcasting and is available on European DVD player. The RGB/S signal is transmitted with 4 coaxial cables, and also has a better picture quality than COMPOSITE and S.VIDEO signals. The RGB/S connectors are usually BNC connectors for Broadcasting equipment, and SCART connector for DVD players.

For inputs #1 to #4: connect a HD15 to 4x BNC cable between the HD15 connector of the device and your RGB/S source.

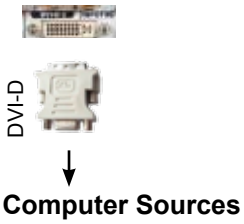


DVI Inputs #1 - #2

DVI & ANALOG SOURCES :

DVI Inputs 1-2 on the **Eikos** accept up to 2 live sources in Digital format.
DVI-I : 1x digital (DVI) and 1 x analog input on female DVI-I universal connector.

For analog sources, please use the breackout cable supplied.



SD/HD-SDI Inputs #1 - #2

SD/HD-SDI SOURCES :

SD/HD-SDI Inputs 1- 2 on the **Eikos** accept up to 2 live sources in Digital formats.
SD/HD-SDI : 1x digital input on female BNC connector.

Preview Outputs

PREVIEW OUTPUT :

ANALOG : 1x analog output for the main display device on female HD15 connector.
DIGITAL/ANALOG : 1x main output on female DVI-I connector (simultaneous analog and digital).

MAIN OUTPUT:

ANALOG: 1x analog output for the main display device on female HD15 connector.

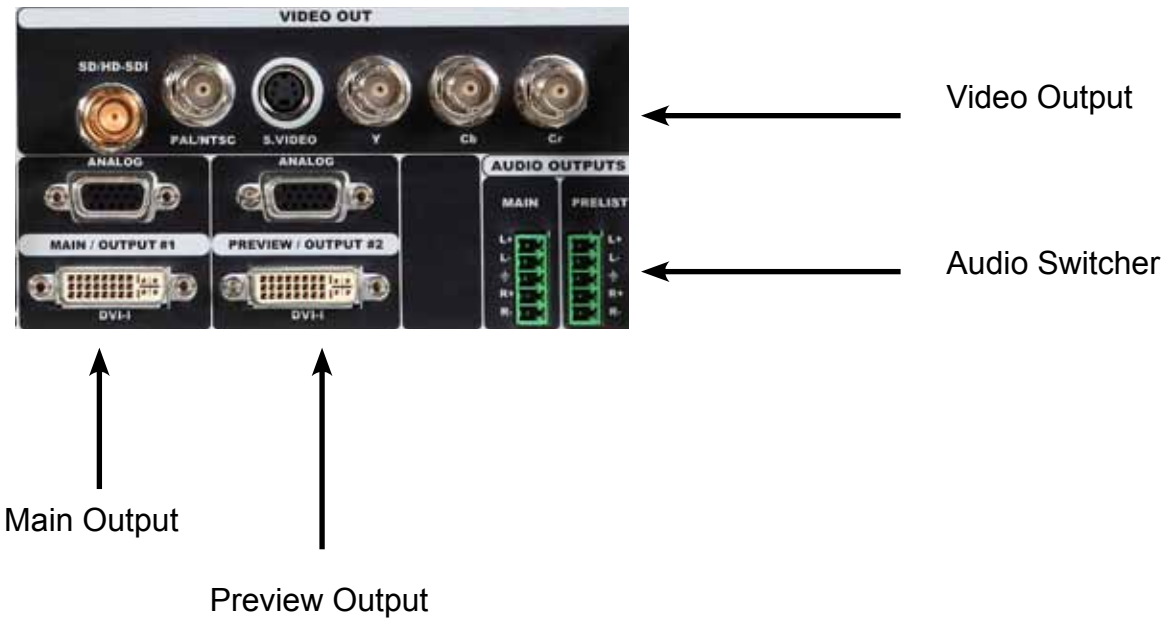
DIGITAL/ANALOG: 1x main output on female DVI-I connector (simultaneous analog and digital).

VIDEO OUTPUT:

Video Output card provides SD or HD TV formats in various signals and connectors from Composite Video to HD SDI. This output can be used to record your show by outputting the same content as the Main output in Mixer Mode, or a choice between output 1 or 2 in Matrix Mode (see also Eikos modes, p.5).

AUDIO SWITCHER:

Audio Stereo Switcher card features 12 inputs and 2 outputs. An additional auxiliary input can be mixed with any other input. Master Volume and individual input level can be adjusted. Each input and output offers balanced or unbalanced connections. It should be noted that the management of the audio output follows the position of video layers. Two modes are available: Top Follow or Breakaway. In Top Follow Mode, the audio follows the topmost video layer (after having pressed TAKE). In Breakaway Mode it is the selected audio layer input that is permanently diffused.



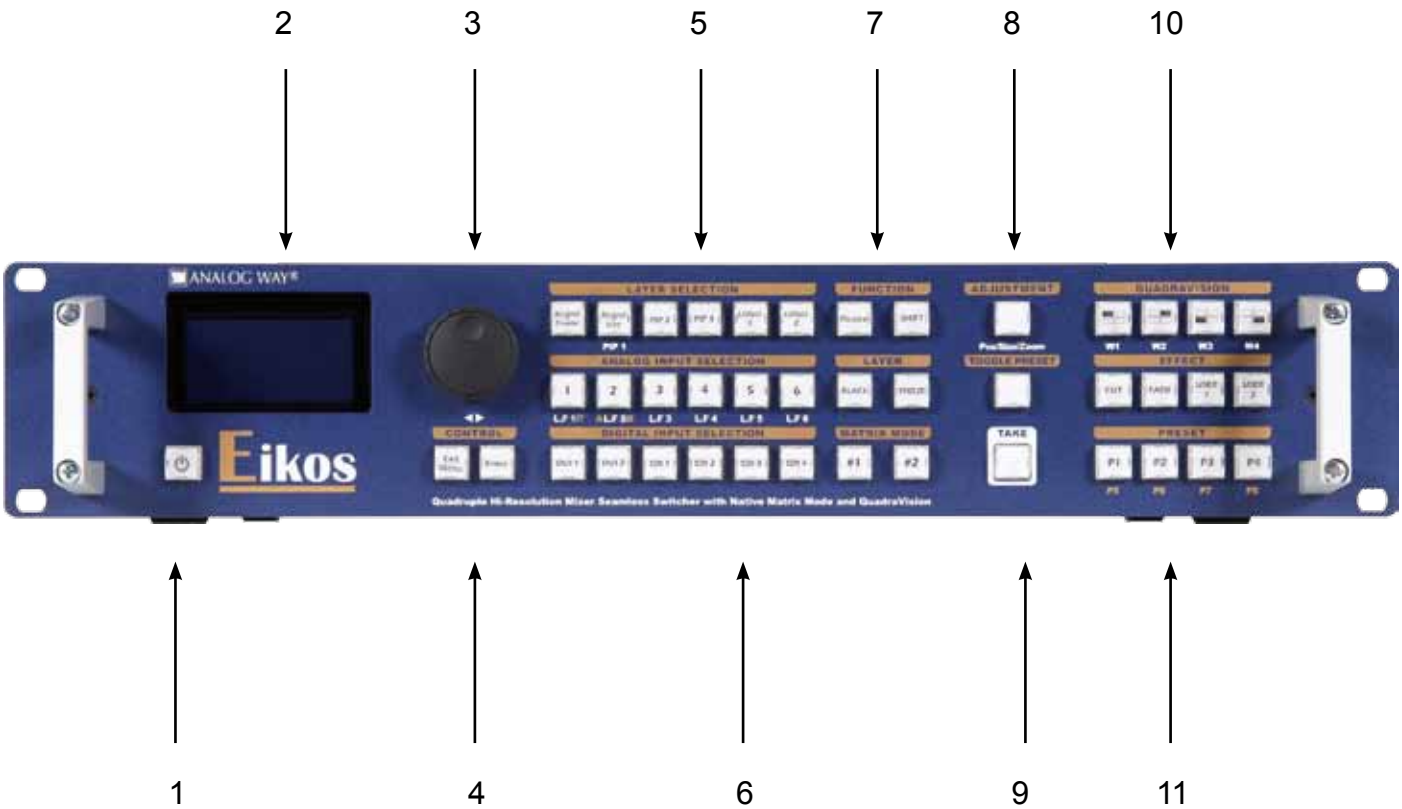
4-1. THE EIKOS FRONT PANEL

Overview

The highly intuitive front panel of the **Eikos** was designed by Analog Way engineers to simply and quickly meet all of your event needs. Within minutes, you will be able to enjoy its full potential and easily parameter most of its functions, without having to be an expert audio-visual engineer, leaving room for what is most important to our users : concentrating on their event.

The **Eikos** front panel is comprised of several sections, each carefully labelled and self explanatory, corresponding to all the machine's versatile functions.

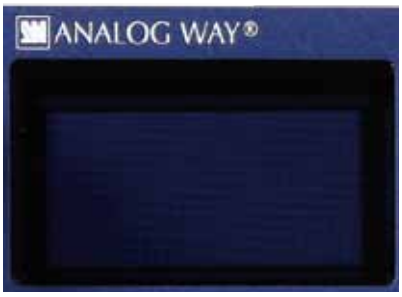
1 : Standby button
2 : Menu screen
3 : Menu scroll knob
4 : Control section
5 : Layer Selection section
6 : Input Selection section
7 : Function button
8 : Adjustment for Layer Selection
9 : Take button
10 : Input Window Section (Quadravision Mode)
11 : Preset selection button



On/Off button

The STANDBY button allows users to put the **Eikos** into sleep mode, and startup again. The STANDBY button does not replace the ON/OFF switch at the rear of the unit, and is implemented essentially for ease of use in rackmount situations.

Menu screen



The Menu Screen of the **Eikos** is the visual interface to your **Eikos** menu. It gives users a constant indication of available menu options, parameters of any selected object, system information, and everything you need to know to control the device.

Menu scroll knob

The Menu scroll knob allows users to quickly scroll through menu items and increase or decrease any modifiable value in the **Eikos** menu. Simply scroll to the desired menu item, and press the ENTER button to confirm your choice.

The **ENTER** Function is also available in pressing the scroll Knob.

Control section

The EXIT/MENU button and the ENTER button in the Control section of the **Eikos,** allow users to respectively enter and exit the Eikos menu, and confirm selected menu items.

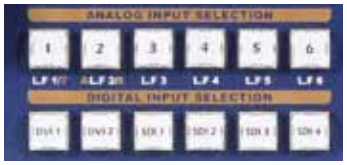
Layer selection section

The Layer Selection section allows to select which type of layer to work with:

- Background Frame (non positionable, non resizable static background),
- Background Live (non positionable, non resizable animated background),
- a PIP (positionable, sizable floating window), or
- a Logo (positionable, key sensitive layer).

Input selection section

The Input Selection section allows to select which input (1 to 12) to display in a selected layer. Select one of 12 simultaneous inputs, (6 analog inputs, 2 DVI-D inputs, 4 SDI inputs) by simply pressing one of the Input buttons.



The BLACK button allows users to remove layer content on screen.

Freeze button

The Freeze button of the **Eikos** allows users to freeze the Main output current display or the active layer, depending on the freeze mode : Freeze All, freezes all visible layers, Layer Freeze, to freeze the current selected layer.

Adjustment

The **Eikos** ADJUSTMENT button allows users to select which type of adjustment: Pos, Size or Zoom. Press the button for toggle between 2 menus: Layer Adjust or Layer Zoom.

Toggle Preset

The Eikos TOGGLE PRESET button of the **Eikos** allows users to return the Current Preset to the Next Preset.

Take button

The **Eikos** TAKE button allows to switch from Preview to Main outputs. By pressing the TAKE button, what you have setup on your preview screen will go live on the Main output display.

Quadravision selection button

The **Eikos** QUADRAVISION Selection button is a practical Front Panel shortcut to the Window Selection Button to Fill the Template.

Effect selection button

The **Eikos** EFFECT SELECTION button is a practical front panel shortcut to the **Eikos** *Layer Effects* menu.

Preset selection button

The **Eikos** PRESET SELECTION button is a practical front panel shortcut to the **Eikos** *Preset* menu.

4-2. THE EIKOS MENU

Menu navigation

To access the **Eikos** menu, press the EXIT/MENU button in the control section (4). To highlight items in the menu which will appear on the VFD screen (2), turn the scroll knob (3) left or right to the desired menu item. When you have reached the desired menu item, press the ENTER button in the control section (4) to access that menu function. Pressing the ENTER button when a selection has been made sets the value to that selection in the **Eikos** memory. When all settings have been made, press the EXIT/MENU button to exit sub-menus and return to the main menu.

⚠ Simply selecting a menu item will not set it to that value. Be sure to press the ENTER button when parametering the menu items or to push the scroll knob.

Home menu

Pressing the MENU button in the menu section of the **Eikos**, will display and give you access to the following items on the menu VFD screen :

- MODE : select to choose which mode the **Eikos** will work (in Mixer or Matrix or Quadravision Mode see **Eikos** modes p.5).
- INPUT : select to configure the 12 individual input types and resolutions.
- MAIN OUT : in Mixer mode, select to set the output types and resolutions of the Main output.
- OUTPUT 1 : in Matrix mode, select to set the output types and resolutions of Output 1.
- PREVIEW OUT : in Mixer mode, select to set the output types and resolutions of the Preview output.
- OUTPUT 2 : in Matrix mode, select to set the output types and resolutions of Output 2.
- VIDEO OUT : select to configure Video output card settings.
- PRESET : select to store and use presets.
- PREDEFINED LAYOUTS : select a layout for the Quadravion Mode.
- IMAGE : select to change source image settings of an input.
- KEYING/TITLING : select to access keying and titling controls and parameters when video layer is selected.
- LAYER : select to adjust layer size, position, border, transparency or transitions.
- LOGO/FRAME : select to store (record), use and manage logos and frames into the **Eikos**.
- AUDIO : select to access all audio input and output parameters.
- OSD Settings : select to display OSD
- CONTROL : select to access device software information, LAN settings, reset factory settings, amongst other user oriented functions.
- VIRTUAL T-Bar : select to access the Virtual T-Bar

4-3. WORKING WITH THE EIKOS

Operating modes

The **Eikos** offers 3 modes to work from : the Mixer mode, which is the **Eikos** default mode, the Matrix mode, which turns your **Eikos** into a true 12 x 2 scaled matrix with numerous effects and PIPs and logos, and Quadravision mode which displays 4 layers.

*** NOTE * :** In Mixer mode, the **Eikos** will only let you work on your preview screen (access to main screen is locked).

To choose which mode the **Eikos** will work in, press the EXIT/MENU button and select *Mode* in the menu by rotating the scroll knob. Then press the ENTER button to enter the *Mode* sub-menu. Select the desired mode by rotating the scroll knob, and press the ENTER button to confirm your choice. Press the EXIT/MENU button to return to the main menu.

Reseting default values

It is strongly recommended resetting all of the default values of your **Eikos** unit before setting up your shows and events. To do so, press the EXIT/MENU button and select *Control* in the menu by rotating the corresponding knob. Then press the ENTER button to enter the *Control* sub-menu. Select *Default Values* by rotating the scroll knob, and press the ENTER button to enter your choice to restart your **Eikos** with its factory settings. This operation should take approximatly 30 seconds.

Eikos color codes

Analog Way engineers have developped a handy, user friendly way of identifying machine status on the front panel, via the use of color codes on the buttons of the machine. All new Analog Way machines use the same codes, for quick recognition of the status of any device of the range, at any given time.

For the **Eikos**, button color codes are as follow:

- Sources on the Main output are indicated in red when active,
- Sources on the Preview output are indicated in green when active,
- Buttons in the layer section turn red or green, depending on whether the selected layer is active in respectively the Main or Preview window,
- Menu buttons are indicated in green,
- Selecting a button with an available source or function will cause that button to blink green on the preview, or red once it is on the Main output,
- TAKE button reacts as follows:
  - If take function is available, the button will appear in green.
  - When the take function is active, it will light up red.

No light:	#1 = Input not available on autolock #2 = Frame or Logo not available #3 = Layer not available #4 = Button not available depending on the user mode	**Blinking red:**	Active Layer or Source for modification on Main
Solid red:	#1 = Source, Layer or Window is on Main #2 = Mosaic Preview enable #3 = Freeze enable	**Blinking green:**	Active Layer or Source for modification on Preview
Solid green:	#1 = Source or Layer is on Preview #2 = Function available for modification #3 = Current output on Matrix Mode	**Dim red:**	Stand-by button
Dim green:	Button available for selection	**Solid orange:**	#1 = Shift button #2 = Function available by Shift button

A- SETTINGS IN MIXER MODE

Source Input selection

Plug your sources thanks to the 6 universal inputs, 2 DVI-I Inputs or 4 SDI inputs.
Don't forget that the 2 DVI-I inputs can be used with DVI-D computer sources (DVI1 & DVI2) but also with a DVI-A adaptator for analog sources too (source #5 & 6) shipped with your unit.

Be sure to screw all the sources to be sure to not disturb the signal.

Input selection settings

To set up your inputs:

Input menu → Auto settings

You can also do it manually on each input# using the ENTER and the Knob button and set up the inputs type one by one.
You can check your actual input configuration too using the config status:

Input menu → Config Status

You can find several settings for each input (some settings are specific to some signal type):

- Type: to set up your input type (Computer, video etc..)
- Enabled/disabled: to enable/disable input#
- Audio input: to set up the audio regarding the input
- H synch load: the change the load of the signal (Hi-Z, 75 Ohms)
- EDID: to set up the EDID in terms of resolution and rate
- Status: to summarize the input status

Concerning the DVI inputs, a specific feature allows enable/disable the HDCP receiver for the input chosen. It can be very useful especially using a Mac:

Input menu → DVI # → HDCP enabled

*** NOTE * : The input status is available at any time in status input menu and can give you information about format rate and HDCP.**

Source output selection

Once your inputs have all been configured, the output settings of the **Eikos** must be set according to the machines plugged on your **Eikos** main and preview outputs (video projector, preview monitor...).

*** NOTE * : If you want to use HDCP content from your sources, be sure plugging HDCP compliant screens or projectors. If it's not the case, the output image could be disabled.**

Output selection settings

To set up the output, go in the Main Output or Preview Output menu and choose first the adapted format/resolution and then the adapted rate for your screens by using the knob button and the Enter button.

Main Output → Output Format → Output rate

Try to use the native resolution of your screens/projectors in order to obtain the best image quality.
You can also in the Preview Output menu, synchronise all the changes from the Main Output to the Preview Output by checking the case Synch w/Out 1. It allows you to set up your outputs via the output 1 menu.

Preview output → Synch w/Out 1

Some other settings are available too:

- The Output synch polarity.
- The Gamma: use this feature to set up the output Gamma.
- Flicker Filter (video Out only): apply a flicker filter on your video output.
- Analog type: set up the type of synchronisation of your Analog output.
- DVI type: set up the type of colour of your Digital output.
- HDCP detection: set up to enable/disable the HDCP detection on the output.
- Background colour: add a background colour in place of the default black one.
- Test pattern: use test pattern on main or preview screen to configure your projectors and/or your softedge.

All changes have to be validating by pressing the* **ENTER *button in order to be saved**

*** NOTE *: The output status can provide you all information about the output in real time. This feature is particularly needed when HDCP is used with long cable to be sure that the communication is well handled.**

Video Out

The video Out allows you the same settings than other outputs with some additional specific options:

- Sharpness: set up the sharpness on the video out image.
- Flicker Filter: apply a flicker filter on your video output to eliminate flickering.

In Matrix mode, the menu "**connection mode**" appears. It allows you to choose recording Output 1 or Output 2.

How to use the Mosaic Preview feature

To have a full vision of the aspects of your inputs two modes are available. When the Mosaic Preview button is activated (Red light solid button):

- One live source mode: Select your Layer and the source you want to put on it. The input selected will be automatically refreshed on your Mosaic Preview

Press a Layer button (Bkgnd Live, PIP1 or 2) --> Press the Live source chosen

- Random live source mode: To have a random refreshment of all your inputs, select a layer and put it to black. All sources will be automatically refreshed randomly.

Press a Layer button (Bkgnd Live, PIP1 or 2) --> Press the Black Button

Working with Layers

A layer can be set up only when a source is attached. To attach a source to a layer, Press the Layer button, press the source# you want to attach.

Ex: Background Live → Source 4
The source number 4 will be display in the Background live.
Press Take to view the result on the main screen.

To delete a Layer from the preview screen:
Press Layers # → Press Black button
Press Take to view the result on the main screen.

To delete every Layers on your preview screen:

Hold the Black button some seconds
Press Take to view the result on the main screen

To freeze a layer: **Press Layer button → Press Freeze button**

Working with Layers Functions

Once a source attached to a layer, you will have access to some layer settings in the Layer menu or directly by pressing the layer button.

The settings available depend on the layer selected:

- Layer adjusts: set up layer size and position.
- Layer zoom: set up layer zoom size and position.
- Transparency: adjust the Layer transparency.
- Border: choose the border and adjust its properties.
- Opening and Closing effect: Adjust the Open/Close effect type and duration.
- Smooth move: enable/disable smooth move.
- Status: get the selected layer status.

All changes have to be validating by pressing the Ok button in order to be saved
Press Take to view the result on the main screen.

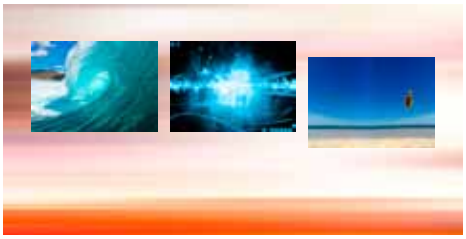
Even the Logo and Frame buttons can access to their own settings, but a source # has to be affected too.

Working with PIPs

A Pip is used as a layer. Please report to *WORKING WITH LAYERS* section.

1 PIP + Live Background

2 PIPs + Live Background



3 PIPs + Still Background

PIP adjustment menu

To have access to the PIP adjustment menu, a source has to be affected to your PIP:

Press PIP# button → Press source #

Once a source is attached to PIP, you can have access to the PIP adjustment Menu:

Press PIP # button

Press Take to view the result on the main screen.

To adjust PIPs, there is a shortcut on a front panel too:

Press PIP# button → Press Pos/size/zoom button

PIP configuration

All the settings and shortcut available for layers are available for PIPs. Please refer to “working with layer” and “working on layer functions” sections.

PIPs as Layers

A PIP is considered as a layer and has the same properties. You can do exactly the same manipulation.

PIPs with Transitions & Borders

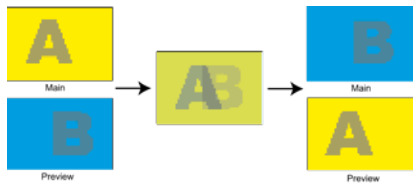
Transitions:

All the settings are available in the **Layer menu** after pressing the selected PIP.
The transition effects have some shortcut on the front panel too.
To Use it: **Press the selected PIP# → Press the Cut, Fade, User 1 or User 2 button**

The effect will be immediately attached to the selected PIP.
Concerning the User 1 and User 2 button, they have to be set up before in the **Control menu → Prog. Keys**

Fade

- Adjustable pre-timed fades or manual transition with T-Bar
- Fade between any input, computer or video
- Adjustable cross-fading duration



Wipe

- Numerous wipes can be selected horizontal and vertical, from the center or outside, in circle, Zoom in and Out

- Horizontal: from left, center -or- vertical: from up, down, center

Slide

- Sliding of video or computer images during the transition

- Horizontal: from/to left, -or- vertical: from/to up, down

Border:

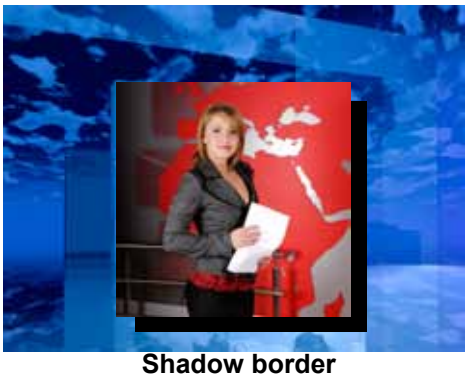
The border has to be setting up in the Layer menu:

Press PIP# button → go in border menu → select and set your border with colour and size

Press Take to view the result on the main screen.

No border

Color border



Shadow border

- Size and style of PIP border are adjustable

- The background or PIP image can be switched

Capturing still Frames

To capture a frame, display the exact content you want to save on one of your output, at the exact resolution, you can use the freeze button if you want. Then follow this step:
(Choose first the source to capture in the menu Logos/Frames -->capture sources)

Logos/Frames menu → record Frame menu→ frame #

Select the frame number you want to save and wait until the unit finish saving. Your frame is now saved and you can use it through the background frame button.

Working with Frames

It is possible to store up to 8 frames in the **Eikos** non volatile memory. Frames are mainly used as backgrounds in a typical show or event setup, and can be recorded from any of the **Eikos'** 12 sources and called back at the press of a single button. To use a frame, be sure first that it is well saved, then:

Press Background frame button → Press Frame # button

*** NOTE * :** Frames may be used only one at a time and cannot be placed in a layer.

Memorizing Frames

The Eikos can memorize up to 8 frames from any resolution.

1. In the Input Selection section, press the source button (1 to 12) of the source you wish to record as a frame. The source button will start blinking. Press the TAKE button to display that source on the main display.
2. Select Logos/Frames in the menu by rotating the scroll knob, then pressing the ENTER button. Select the output you want to record in capture source menu.
3. Select *Record Frames* in the *Logo/Frames* menu by rotating the scroll knob, then pressing the ENTER button. A white rectangle will appear on your main display, indicating the frame which will be captured. Select an empty frame memory (empty frames are indicated in the sub-menu) to store the frame into. Press the corresponding ENTER button.
4. The **Eikos** will display a progress status bar on the VFD screen. Your frame is stored when the menu reappears on the VFD screen.
5. Press the BACKGROUND FRAME button, select the frame number (1 to 8) you just recorded, and press the TAKE button. Your background frame will appear on your preview output.

Frame input setup menu

In the frame input setup menu, you have the possibility to save a frame, and the possibility to erase a stored frame to:

Logos/Frames menu → save frame → Frame #

Logos/Frames menu → Erase → Frame #

Frames as Layer

The background frame is considered as a layer and has some settings available:

Transparency, Opening/Closing effect, Smooth move and Status.
Those settings have to be used as Layer settings.

Press background frame button to have access to the Layer menu settings

You can change frame or delete frame on the preview screen using the same way the layers do:

Delete: Press background frame button → Press Black
Change: Press background frame button → Press another Frame #
Press Take to view the result on the main screen.

Layer transitions & effects

The **Eikos** offers a wide variety of transitions between the scenes you create for your shows and events. It allows for live recall of 4 user presets, each of which you can edit at any given time.

1. Whether catering for complex event setups, or putting together intricate shows, your **Eikos** will also deliver some of what you could expect from a dedicated mixer, along with its switcher and scaler capabilities.

2. In the Layer Selection section, press the PIP1 button. The button will start blinking. On your Preview screen, PIP1 will appear as a color rectangle. The parameters of the layer will automaticaly appear on your **Eikos** VFD menu screen.
3. In the *Layer* menu, make the position, size, border and transparency settings you like, then select *Opening Effect* in the layer options, press the ENTER button and select *Type*. Select *Slide Left - Right* for example, and press the ENTER button to confirm. Navigate to *Duration* in the *Opening Effect* sub-menu, and set the duration of your effect by rotating the SCROLL knob and pressing ENTER.

Repeat the procedure in the *Closing Effect* sub-menu to determine the way your layer will close. Try *Slide From Left - Right* for the closing type with a duration of 1.5 seconds for example.

Mixer functions

In Multi Layer Mixer mode, the **Eikos** offers a variety of mixer type transitions, including wipes, fades, and cuts. The transitions, transition times and fade/wipe effects can all be setup through the **Eikos** Layer menu.

Capturing Logos

To capture a Logo, display the exact content you want to save on the main screen, you can use the freeze button if you want. Then follow this step:

Logos/Frames menu → Record Logo menu → Set up your logo →Store menu → logo#

To set up your logo you have several features available:

- Position / Size Adjustment
- Keying type
- Luma / Chroma key
- Cut out color

Select the logo number you want to save and wait until the unit finish saving. Your logo is now saved and you can use it through the background logo button.

You can save up to 8 logos with the Eikos.

Capturing an animated Logo

To capture animated Logo, display the exact content you want to save on the main screen, you can use the freeze button if you want. Then follow this step:

Logos/Frames menu → Record Anim menu → Set up your Anim →Store menu → logo#

To set up your anim you have several features available:

- Position / Size Adjustment
- Keying type
- Luma / Chroma key
- Recording time
- Cut out color

Select the anim logo #8 and wait until the unit finish saving. Your animation is now saved and you can use it through the background logo button.

Only one Animated logo can be saved in the Eikos.

Memorizing logos in the Eikos

1. In the Input Selection section, press the source button (1 to 12) of the source you wish to record as a logo. The source button will start blinking.
2. Select the *Logos/Frames* menu by scrolling through the menu with the scroll knob, then pressing the ENTER button.
3. Select *Record Logos* in the *Logos/Frames* menu by rotating the scroll knob, then pressing ENTER. A small white rectangle will appear on your main display, indicating the logo that will be captured.
4. Adjust logo size, position, and fine tune key attributes by rotating the scroll knob and pressing ENTER to memorize logo settings.
5. Select an empty logo memory (empty logos are indicated in the sub-menu) to store the logo into. Press the ENTER button. The **Eikos** will display a progress status bar on the VFD screen.
6. In the Layer Selection section, press the LOGO1 button, and select logo number (1-8) you wish to use. Your logo will appear on the preview screen above any existing layer on screen.
7. Press the TAKE button. Your logo will appear on the main display.

Logos input setup menu

In the Logos/frames menu, the logos can be deleted in the erase menu:

Logos/Frames menu → Erase menu → Select Logo#

Working with Logos

A simple or animated Logo can be manipulated thanks to the front panel. On the front panel the logo # are associated to the input # respectively. To affect a logo# to the logo layer:

Press Logo1 Layer button → Press Input#

Logos #1 to 6 are available directly by the input # button on the front panel. For logo #7 and 8, you have to use the Shift button first:

Press Logo1 Layer button → Press Shift button → Press Input #
(for logo 7 or 8 use Shift then Input# button)

You can change logos or delete logos on the preview screen using the same way the layers do:

Delete: Press Logo (1 or 2) button → Press Black
Change: Press Logo (1 or 2) button → Press another Input #

Logos as Layer

Logos are under the layer rules, you will have access to settings directly by pressing the Logo Layer button. You have 2 layers logo button available.

You can use the Pos/Size/Zoom adjustment button and the Effect button from the front panel too.

Working with Presets

The four user presets of the **Eikos** can be called back at any stage during your show or event.

1. Press the PRESET button, then press one of the four first Input Selection section buttons to choose which memory (1 to 4) you wish to use. The preset will be displayed on your preview screen.
2. Once you have selected your preset, simply press the TAKE button to view the result on your main screen.

Creating Presets

The **Eikos** allows the creation of user defined presets very easily. Any setup you have configured on screen, can be stored into one of the 4 available user presets.

1. After having configured layers, PIP transitions, logos... on your screen (see Working with the **Eikos**, p.29), go to the *Preset* menu by pressing the EXIT/MENU button, and select *Preset* by rotating the scroll knob. Then, press the ENTER button to enter the *Preset* sub-menu. Choose *Preset Copy* by scrolling with the corresponding knob, and press the ENTER button to access the sub-menu.
2. In the sub-menu, choose *Save From Main* or *Save From Preview* to determine which screen you want to memorize the preset from, then set the preset memory (1-4) you wish to use as your "User Preset" (by default, the **Eikos** will choose the next available preset in the **Eikos** memory).
3. By pressing the ENTER button, the **Eikos** will ask you to confirm. Select *Yes*, your screen is memorized as a preset.

Working with Audio

The **Eikos** allows to work with up to 10 stereo inputs, 1 auxiliary input, and 2 embedded SDI audio inputs (via the SDI BNC connectors), all accessible via the *Audio* menu of the **Eikos**, and which can be affected to one or both of the 2 independant symetrical/asymetrical outputs of the device.

Audio configuration

To configure audio settings of the **Eikos**, plug all audio inputs into the device, and navigate to the *Audio* menu.

1. Choose the audio mode, *Break Away* or *Top Layer Follow*, which you wish the audio to work in.

*** NOTE * :** the *Break Away* mode will air the selected audio source, while the *Top Layer Follow* mode will air audio from the toptmost active layer of the **Eikos**.

2. Select *Source Settings* from the *Audio* menu to select the audio source you wish to work with, then set levels and left/right balance for each input.
3. Select *Auxiliary Settings* to determine level and balance of the auxiliary input.
4. In Mixer Mode, select the *Main Output* menu to determine main audio output level, balance and delay settings, or to mute main audio output.

*** NOTE * :** in Matrix Mode, all output parameters can be assigned separately to outputs 1 and 2.

5. In Mixer Mode, select *Audio Prelist*, from the *Audio* menu, to determine pre-listen audio output level, balance and delay settings, for each audio input, or to mute Prelist audio output.

*** NOTE * :** in Matrix Mode, select *Out1 Prelist* or *Out2 Prelist* from the Audio menu to set audio pre-listen output parameters.

6. Select *Delay Mode*, to determine how the **Eikos** deals with audio delay. Select *Auto Adjust* to let the **Eikos** determine audio output delay. Select *Manual Adjust* to determine audio delay manually.

*** NOTE * :** selecting *Manual Adjust* will give access to audio delay value (in milliseconds) of the main and Prelist audio output menus.

Dynamic Fit (automatically activates the Transparence Background)

- Dynamic & Automatic adjustment of the PIP to fit the image borders (Black Stripe)

PIP

- Automatic adjustment of the PIP (Ratio) to fit the image borders during a transition

Transparence Background

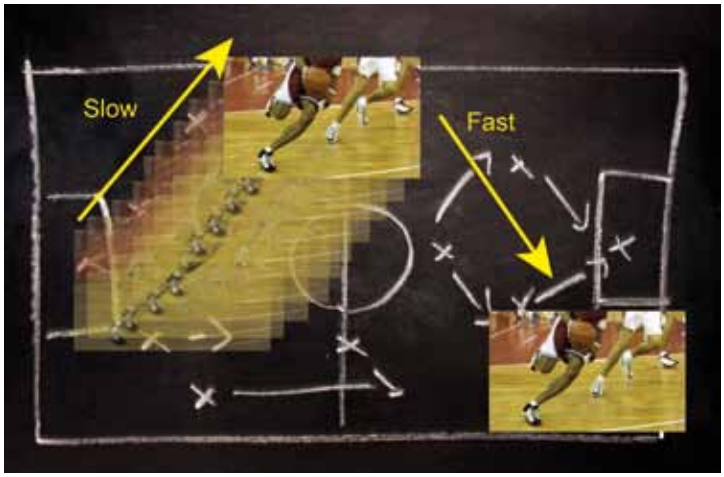
- Transparence Background allows to delete black band on the background live layers in order to display behind a background frame or background color

Background Frame

Image Live

Smooth Move effect

- Smooth Move PIP control the time shift of the PIP. The time can be different between the opening and closing PIP.



DSK (Chroma / Luma key)

- Eikos allows to use a live source with green or blue background and to key it on another live input.

- Background is removed and replaced by another source

- Title can be keyed (DSK) on Analog or Digital Sources

B- SETTINGS IN NATIVE MATRIX MODE

Source Input selection

Same as MIXER Mode.

Input selection settings

Same as MIXER Mode.

Source output selection

Same as MIXER Mode.

*** NOTE *:** If you want to use HDCP content from your sources, be sure plugging HDCP compliant screens or projectors. If it's not the case, the output image could be disabled.

Output selection settings

To set up the outputs, go in the **Output 1** or **Output 2** menu and choose first the adapted format/ resolution and then the adapted rate for your screens by using the knob button and the Enter button.

Output# → Output Format → Output rate

You can also in the **Output 2** menu, synchronise all the changes from the **Output 1** to the **Output 2** by checking the case **Synch w/Out 1**. It allows you to set up just one time your outputs.

Output 2 → Synch w/Out 1

Try to use the native resolution of your screens/projectors in order to obtain the best image quality.

*** NOTE *:** The output status can provide you all information about the output in real time. This feature is particularly needed when HDCP is used thanks to the HDCP status.

All changes have to be validating by pressing the Ok button in order to be saved

Video Out

In Native Matrix mode, the menu "connection mode" allows you to choose recording Output 1 or Output 2.

Working with Native Matrix Mode

To activate the native matrix mode:

Mode Menu → Native Matrix mode menu → Standart Mode or Mirror Mode

You'll find all menus from the mixer mode in the main menu except some specific matrix function added.

To work with native matrix mode, you have to use the Matrix # buttons first.

For instance, if you want to put the Frame #1 on the Output 1 and the Live source number 3 on the output 2:

Press Matrix #1 button → Press Background Frame button → Press input#1
Press Matrix #2 button → Press background live button → Press input# 3
Press Take to view the result on both screens

Don't forget to press the correct Matrix # button before pressing the Layer selection button, in order to be sure doing the manipulation on the correct output.

Working with Cut, Fade or Transitions

All the transitions (Cut, Fade or Transitions) are available in the native matrix mode. Although the matrix mode is activated, you will be able to perform powerful transition effect seamlessly. It can depend on your configuration.

The Eikos has 4 scalers, to understand how your effect will be performed, you need to know how many scalers are used on your outputs. Don't forget that you always need one free scaler to perform clean transition. Example

1 background live on each output → 2 scalers used → 2 seamless transitions

1 background live on each output + 1 PIP on output 1 → 3 scalers used → 1 seamless transition available

1 background live on each output + 2 PIP on each outputs → 4 scalers used → no seamless transition

The background Frame and the Logos are not considerate as active layers and are not counted as using a scaler.

Working with PIP

The PIPs are used in the same way than the mixer mode does. A source has to be selected to activate the PIP settings. Each PIP has its own settings, PIP 1 on output 1 is not linked at PIP 1 on output 2 in terms of settings.

All PIP settings are available in the Layer menu once the PIP is selected.

*** NOTE *:** Try to take a look at the blinking of the Matrix mode button to always knowing on which output you are working on.

Working with Mirror Modes

The Mirror Matrix Mode is a specific matrix mode where the output 2 will be the perfect mirror copy of the output 1. In that way, each settings apply to output1 will be performed on the output 2 too.

Mode Menu → Native Matrix mode menu → Mirror Mode

To use the Mirror mode, just perform your setting and operation from the Matrix output 1. Nevertheless you can do manipulation on the output 2 at any time.

For a perfect use, set up the output format and rate for the output 2 like the output 1 using the synchronise button: **Output 2 → Synch w/Out 1**

Using the Matrix mode, several configuration are available, the simple mode and the mirror mode.

Using the Mirror Mode:

To use the mirror mode, simply select the matrix mode by the main menu, then the mirror mode can be activated layers by layers thanks to the layers menu.

Select the chosen layer and go in the layer menu then select the “Layer Copy Mode” menu. There are several positioning:

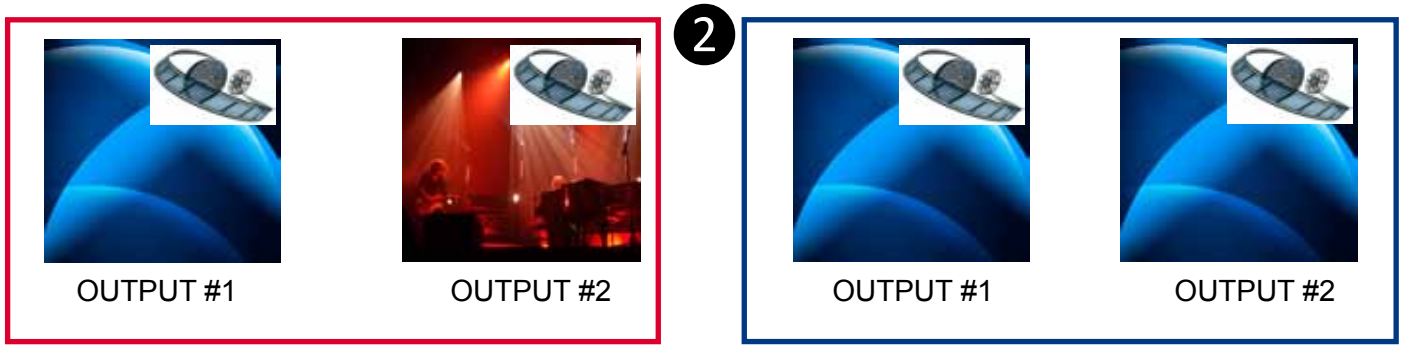
For the ❶, ❷, ❸ & ❹ modes:

Red case: Mirror mode activated only for the PIP layer

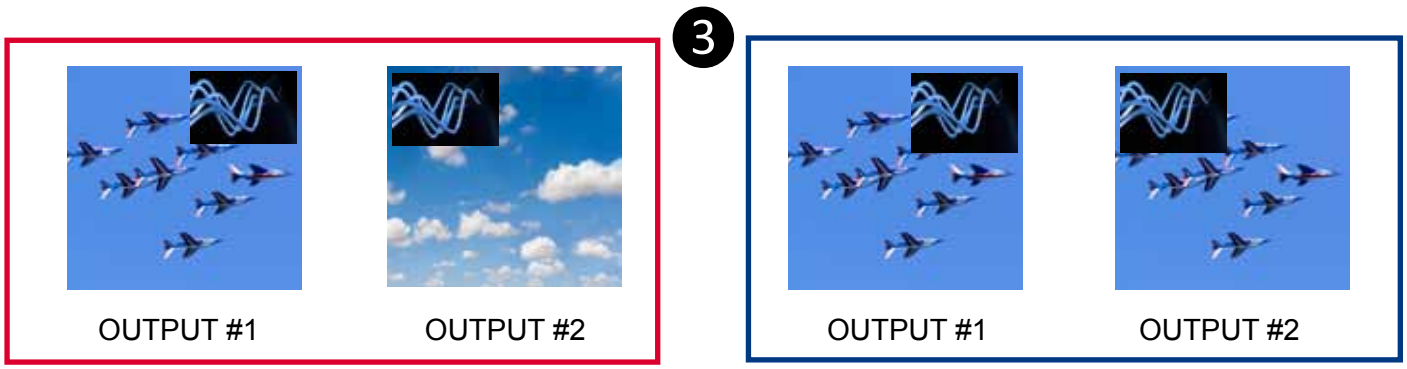
Blue case: Mirror mode activated for PIP layer and Background live Layer

1- No Copy: This mode is the standard matrix mode, output 1 and 2 are independent...

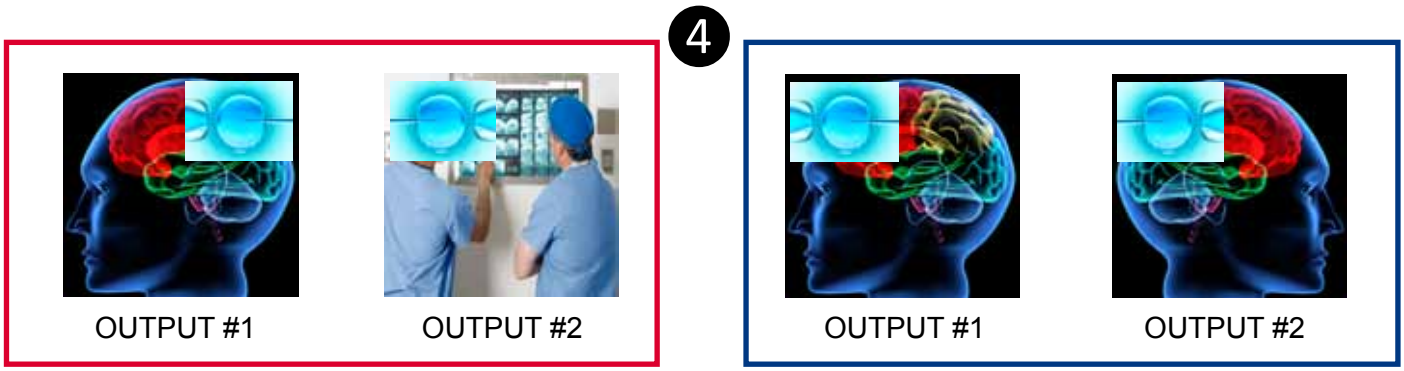
2- Clone mode: The output #1 and #2 will be the same. All change on the output #1 will be affected to the output #2. Layers will have the same position and size.



3- Cpy&H.pos Flip mode: the output #2 will be exactly the same as the output #1 except the fact that the selected layer will have his H position flipped (standard Mirror mode).



4- Cpy&H.Flip all modes: the output #2 will be exactly the same as the output #1 except the fact that the selected layer will have the H position and data flipped.



NOTE: Remember that to simplify the use of this feature, you need to manipulate the Output #1. In mirror mode, the Output #2 will follow the desired steps.

NOTE: Every change on the Output#2 will have an effect only on the Output#2 but remember that if a change occurs on the Output#1 after that, the Output#2 will change automatically (in mode 2/3/4).

Working with Frame/Logos

The Frame/Logo can be memorized from **Output 1 or 2**. To record a frame/logo please refers to the chapter “Capturing still Frame/Logo” in the Mixer mode.

To use a Frame/Logo, refer to “Working with frame/logo”.

As a source, each frame/logo can be used by both output, you just have to select the correct matrix# button first.

C- SETTINGS IN QUADRAVISION MODE

The quadravision mode allows displaying up to 4 live sources on a screen. The preview will display just the edge of each PIP to know the position, size and the source attached.

Choose Quadravision mode in the Mode Menu then choose your first template.

To use windows, first attach your source to the windows wanted, you have to use the windows button in the quadravision field.

Press W# button → Press input #

Press Take to apply the change on the main screen.

All windows have the same settings as PIPs on other modes. You can have access to them by the Layer menu or directly by pressing the W# button once a source is attached. You always have access to the shortcut transition button/black button:

Press W# button → Press the Cut/fade/user1/user2 button to set up the transition

Working with Templates

Some templates are available for the Quadravision mode, you will find them here:

Mode menu → Quadravision menu → template menu

Templates are just here to provide some useful layers positions, you can adjust them manually at any time. Each template has to be saved in presets before doing change. If it's not the case, all template settings will be deleted.

Template #1

Template #2

Template #3

Template #4

Template #5 (full screen for W#1)

Template #5 (full screen for W#2)

Template #5 (full screen for W#3)

Template #5 (full screen for W#4)

Working with Presets

Presets are useful to recall all layers/windows settings pressing just one button. In presets, you'll save position, size, transparency, source attached etc (Layers settings)

The source settings as colours, zoom etc are not saved into a preset.

You can recall a presett any time. It will be displayed on your preview in order to check the content before taking it on the main screen.

Creating a Preset

Presets are the copy of a configuration. To save it:

Go in the Preset menu → save preset → select the origin and the destination, press ENTER to confirm

To load it:

Go in the Preset menu → load preset → select the destination, press ENTER to confirm

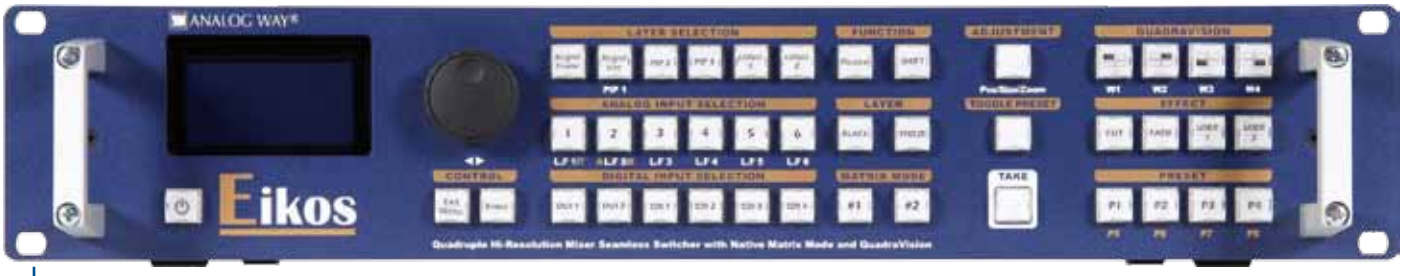
You can also load a preset directly through the front panel using the presets button:

Press P1 to 4 or Press shift then P5 to 8 to load the preset directly to the preview screen

In the Preset menu, you have access to the step back feature which allows recalling the last preset on the preview screen.

Working with Frames/Logos

One Logo is only displayed in the Quadravision mode.



MIXER MODE

[MAIN]
Format : 1920 x 1080
Rate : 50Hz
Lock : internal

MAIN PREVIEW

Logo2	Logo #1	Logo #8
Logo1	Logo #1	Logo #7
Pip2	SDI 1	SDI 4
Pip1	DVI 1	DVI 2
Live	Input 1	Input 8
Frame	Frame 1	Frame 8

MATRIX MODE

[OUT 1]
Format : 1920 x 1080
Rate : 50Hz
Lock : internal

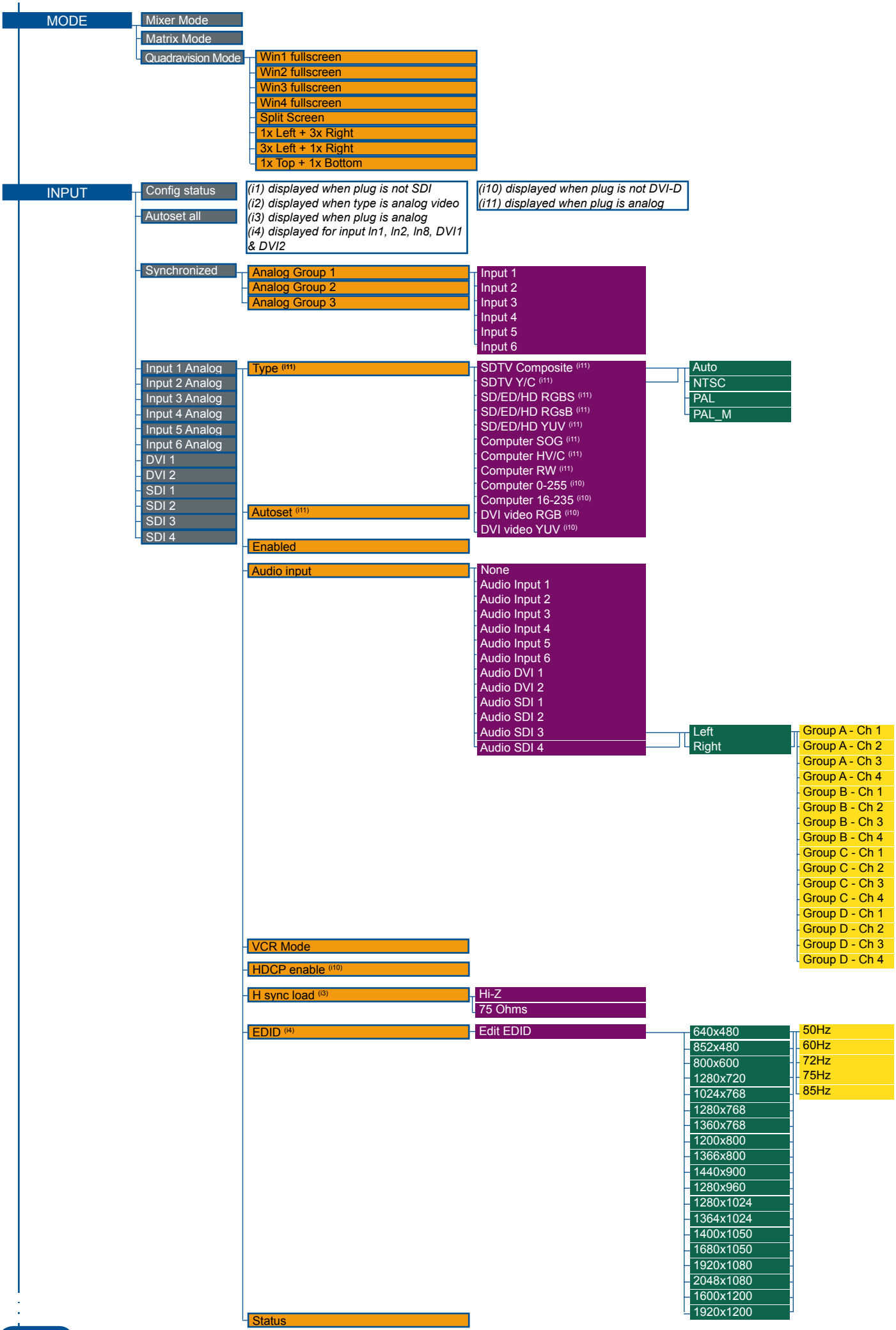
	OUT 1	OUT 2
Logo1	Logo #1	Logo #8
Live	Input 1	SDI 4
Frame	Frame 1	Frame 8

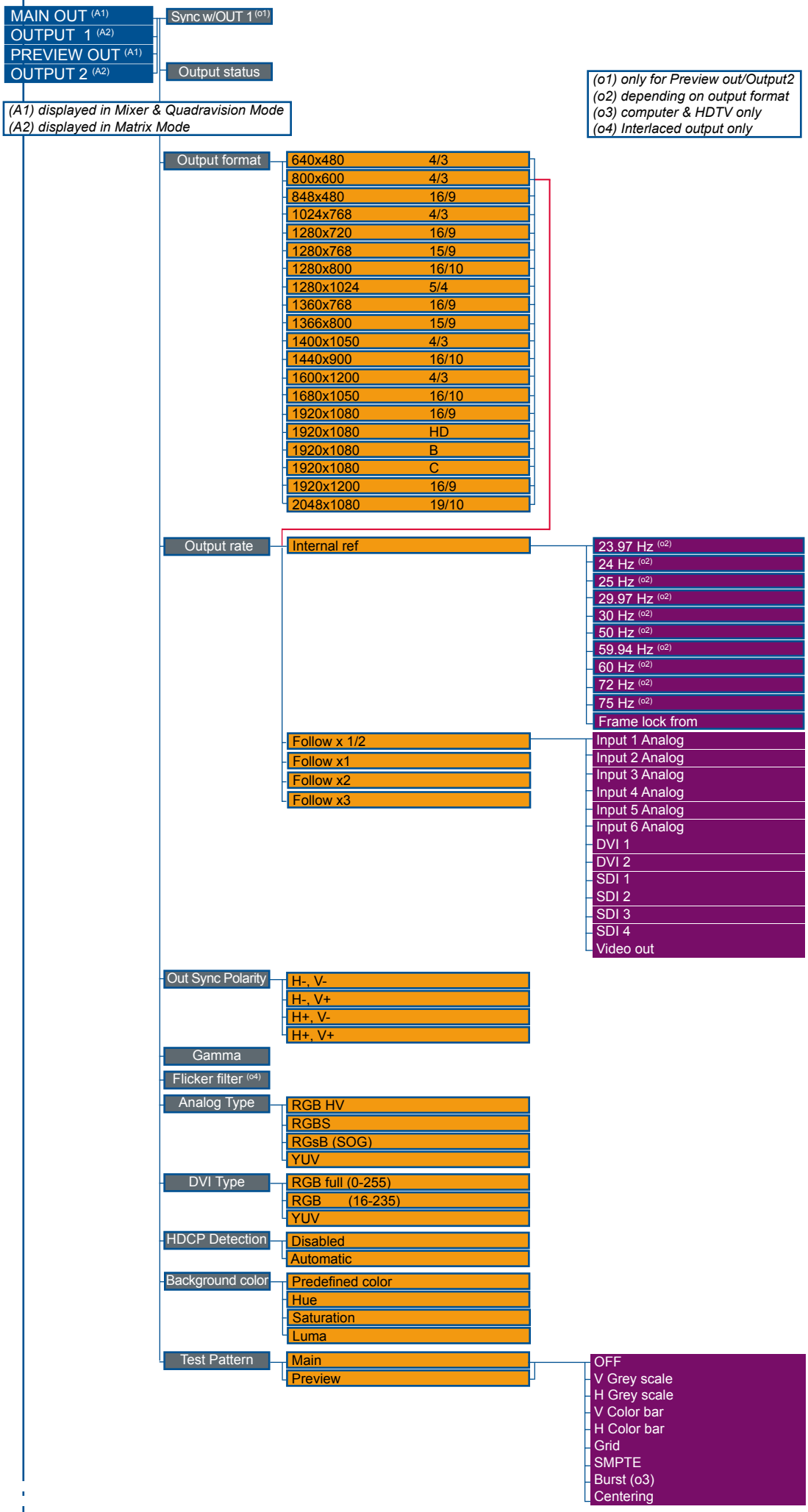
[OUT 2]
Format : 1920 x 1080
Rate : 50Hz
Lock : internal

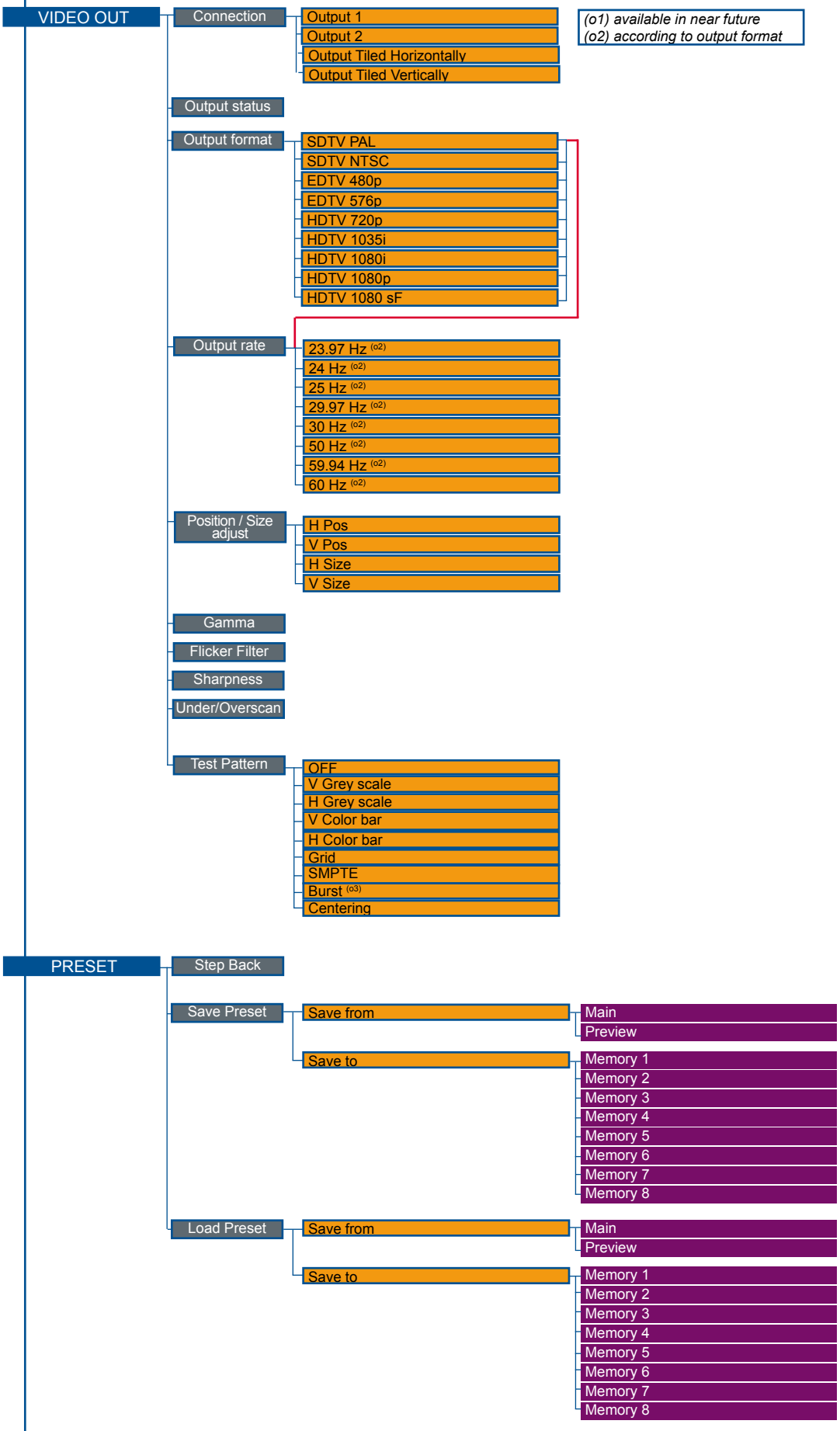
QUADRAVISION MODE

[MAIN]
Format : 1920 x 1080
Rate : 50Hz
Lock : internal

	MAIN	PREVIEW
Logo1	Logo #1	Logo #8
Win.4	Input 1	SDI 4
Win.3	SDI 2	SDI 4
Win.2	DVI 1	DVI 2
Win.1	Input 1	Input 8
Frame	Frame 1	Frame 8


MODE
Mixer Mode
Matrix Mode
Quadravision Mode
Win1 fullscreen
Win2 fullscreen
Win3 fullscreen
Win4 fullscreen
Split Screen
1x Left + 3x Right
3x Left + 1x Right
1x Top + 1x Bottom
INPUT
Config status
Autoset all
(i1) displayed when plug is not SDI
(i2) displayed when type is analog video
(i3) displayed when plug is analog
(i4) displayed for input In1, In2, In8, DVI1 & DVI2
(i10) displayed when plug is not DVI-D
(i11) displayed when plug is analog
Synchronized
Analog Group 1
Analog Group 2
Analog Group 3
Input 1
Input 2
Input 3
Input 4
Input 5
Input 6
Input 1 Analog
Input 2 Analog
Input 3 Analog
Input 4 Analog
Input 5 Analog
Input 6 Analog
DVI 1
DVI 2
SDI 1
SDI 2
SDI 3
SDI 4
Type (i11)
SDTV Composite (i11)
SDTV Y/C (i11)
SD/ED/HD RGBS (i11)
SD/ED/HD RGsB (i11)
SD/ED/HD YUV (i11)
Computer SOG (i11)
Computer HV/C (i11)
Computer RW (i11)
Computer 0-255 (i10)
Computer 16-235 (i10)
DVI video RGB (i10)
DVI video YUV (i10)
Auto
NTSC
PAL
PAL_M
Autoset (i11)
Enabled
Audio input
None
Audio Input 1
Audio Input 2
Audio Input 3
Audio Input 4
Audio Input 5
Audio Input 6
Audio DVI 1
Audio DVI 2
Audio SDI 1
Audio SDI 2
Audio SDI 3
Audio SDI 4
Left
Right
Group A - Ch 1
Group A - Ch 2
Group A - Ch 3
Group A - Ch 4
Group B - Ch 1
Group B - Ch 2
Group B - Ch 3
Group B - Ch 4
Group C - Ch 1
Group C - Ch 2
Group C - Ch 3
Group C - Ch 4
Group D - Ch 1
Group D - Ch 2
Group D - Ch 3
Group D - Ch 4
VCR Mode
HDCP enable (i10)
H sync load (i3)
Hi-Z
75 Ohms
EDID (i4)
Edit EDID
640x480
852x480
800x600
1280x720
1024x768
1280x768
1360x768
1200x800
1366x800
1440x900
1280x960
1280x1024
1364x1024
1400x1050
1680x1050
1920x1080
2048x1080
1600x1200
1920x1200
50Hz
60Hz
72Hz
75Hz
85Hz
Status


MAIN OUT (A1)
OUTPUT 1 (A2)
PREVIEW OUT (A1)
OUTPUT 2 (A2)
Sync w/OUT 1 (o1)
Output status
(A1) displayed in Mixer & Quadravision Mode
(A2) displayed in Matrix Mode
(o1) only for Preview out/Output2
(o2) depending on output format
(o3) computer & HDTV only
(o4) Interlaced output only
Output format
640x480 4/3
800x600 4/3
848x480 16/9
1024x768 4/3
1280x720 16/9
1280x768 15/9
1280x800 16/10
1280x1024 5/4
1360x768 16/9
1366x800 15/9
1400x1050 4/3
1440x900 16/10
1600x1200 4/3
1680x1050 16/10
1920x1080 16/9
1920x1080 HD
1920x1080 B
1920x1080 C
1920x1200 16/9
2048x1080 19/10
Output rate
Internal ref
23.97 Hz (o2)
24 Hz (o2)
25 Hz (o2)
29.97 Hz (o2)
30 Hz (o2)
50 Hz (o2)
59.94 Hz (o2)
60 Hz (o2)
72 Hz (o2)
75 Hz (o2)
Frame lock from
Follow x 1/2
Follow x1
Follow x2
Follow x3
Input 1 Analog
Input 2 Analog
Input 3 Analog
Input 4 Analog
Input 5 Analog
Input 6 Analog
DVI 1
DVI 2
SDI 1
SDI 2
SDI 3
SDI 4
Video out
Out Sync Polarity
H-, V-
H-, V+
H+, V-
H+, V+
Gamma
Flicker filter (o4)
Analog Type
RGB HV
RGBS
RGsB (SOG)
YUV
DVI Type
RGB full (0-255)
RGB (16-235)
YUV
HDCP Detection
Disabled
Automatic
Background color
Predefined color
Hue
Saturation
Luma
Test Pattern
Main
Preview
OFF
V Grey scale
H Grey scale
V Color bar
H Color bar
Grid
SMPTE
Burst (o3)
Centering


VIDEO OUT
Connection
Output 1
Output 2
Output Tiled Horizontally
Output Tiled Vertically
(o1) available in near future
(o2) according to output format
Output status
Output format
SDTV PAL
SDTV NTSC
EDTV 480p
EDTV 576p
HDTV 720p
HDTV 1035i
HDTV 1080i
HDTV 1080p
HDTV 1080 sF
Output rate
23.97 Hz (o2)
24 Hz (o2)
25 Hz (o2)
29.97 Hz (o2)
30 Hz (o2)
50 Hz (o2)
59.94 Hz (o2)
60 Hz (o2)
Position / Size adjust
H Pos
V Pos
H Size
V Size
Gamma
Flicker Filter
Sharpness
Under/Overscan
Test Pattern
OFF
V Grey scale
H Grey scale
V Color bar
H Color bar
Grid
SMPTE
Burst (o3)
Centering
PRESET
Step Back
Save Preset
Save from
Main
Preview
Save to
Memory 1
Memory 2
Memory 3
Memory 4
Memory 5
Memory 6
Memory 7
Memory 8
Load Preset
Save from
Main
Preview
Save to
Memory 1
Memory 2
Memory 3
Memory 4
Memory 5
Memory 6
Memory 7
Memory 8
PREDEFINED LAYOUTS (A5)
Win1 fullscreen
Win2 fullscreen
Win3 fullscreen
Win4 fullscreen
Split screen
1xLeft + 3xRight
3xLeft + 1xRight
1xTop + 1xBottom
(A5) displayed on quadravision mode

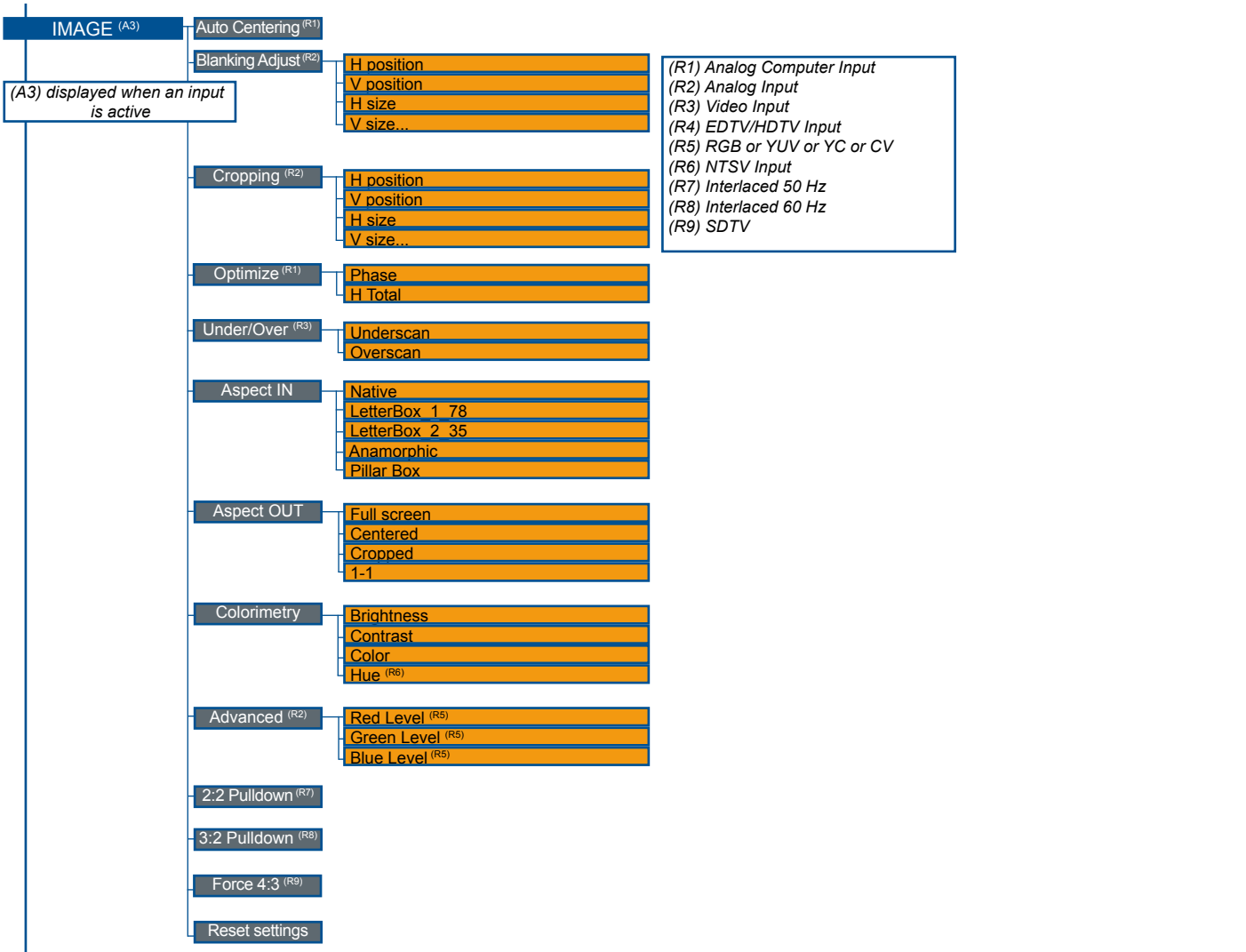
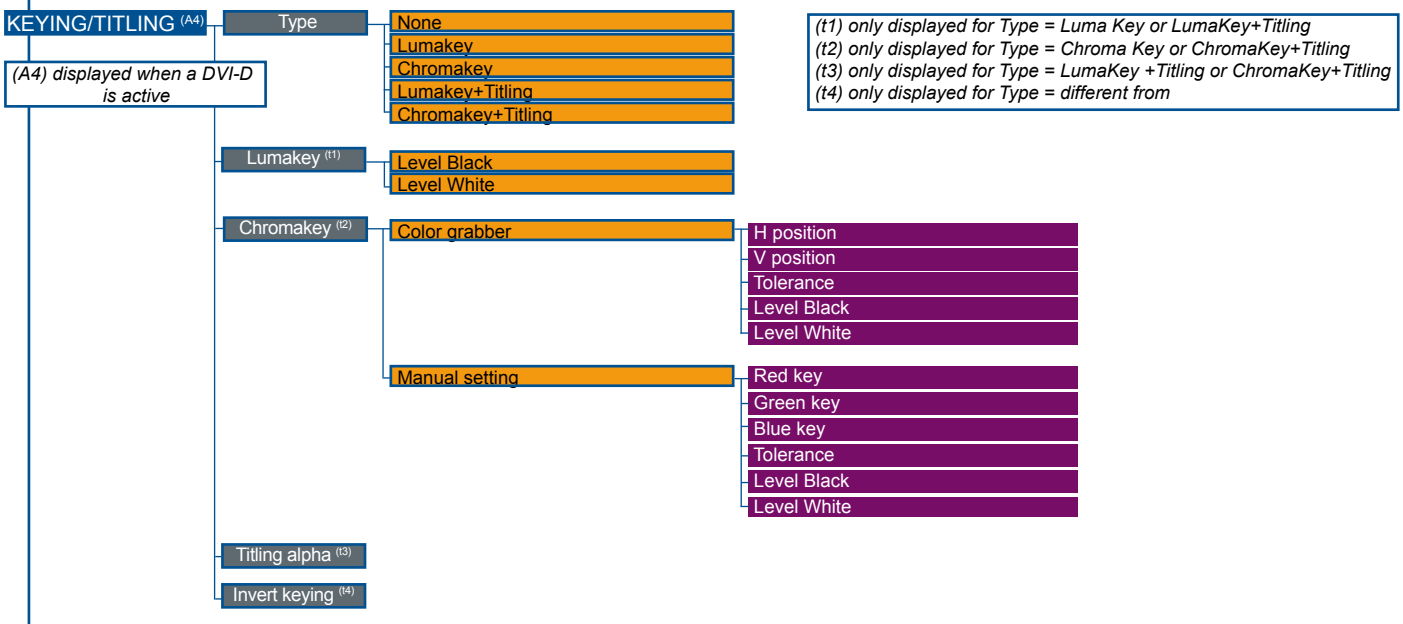
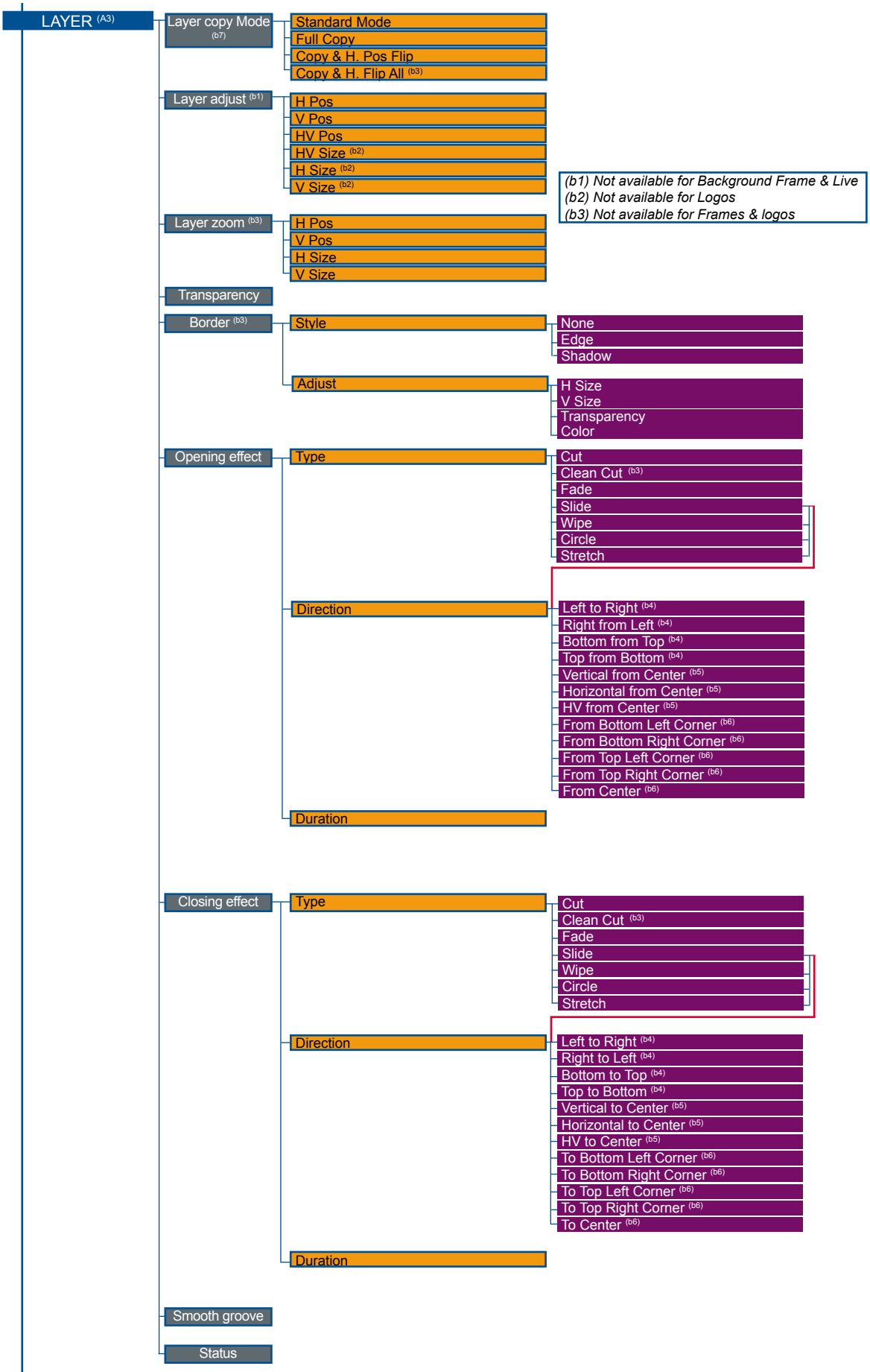
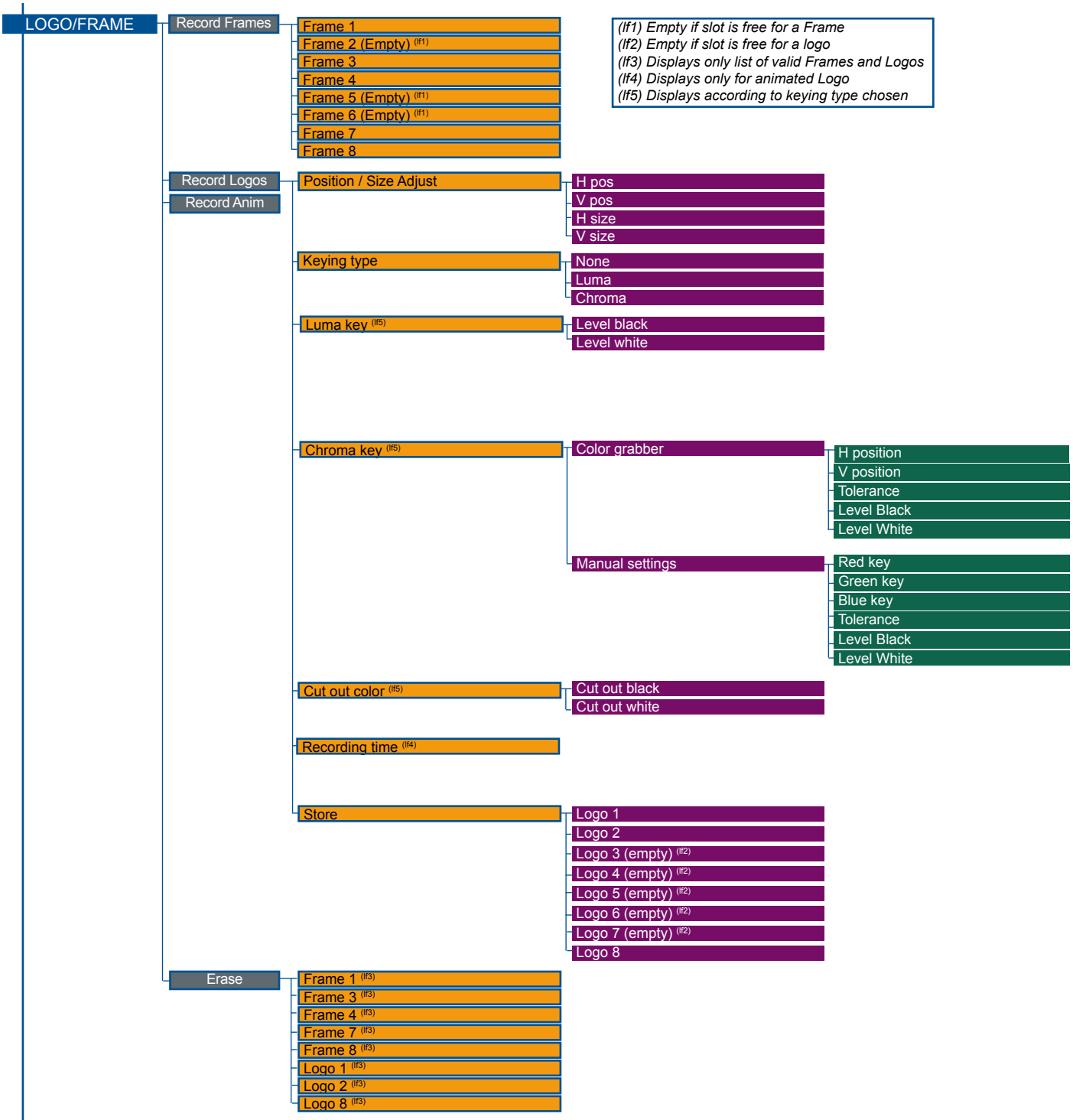
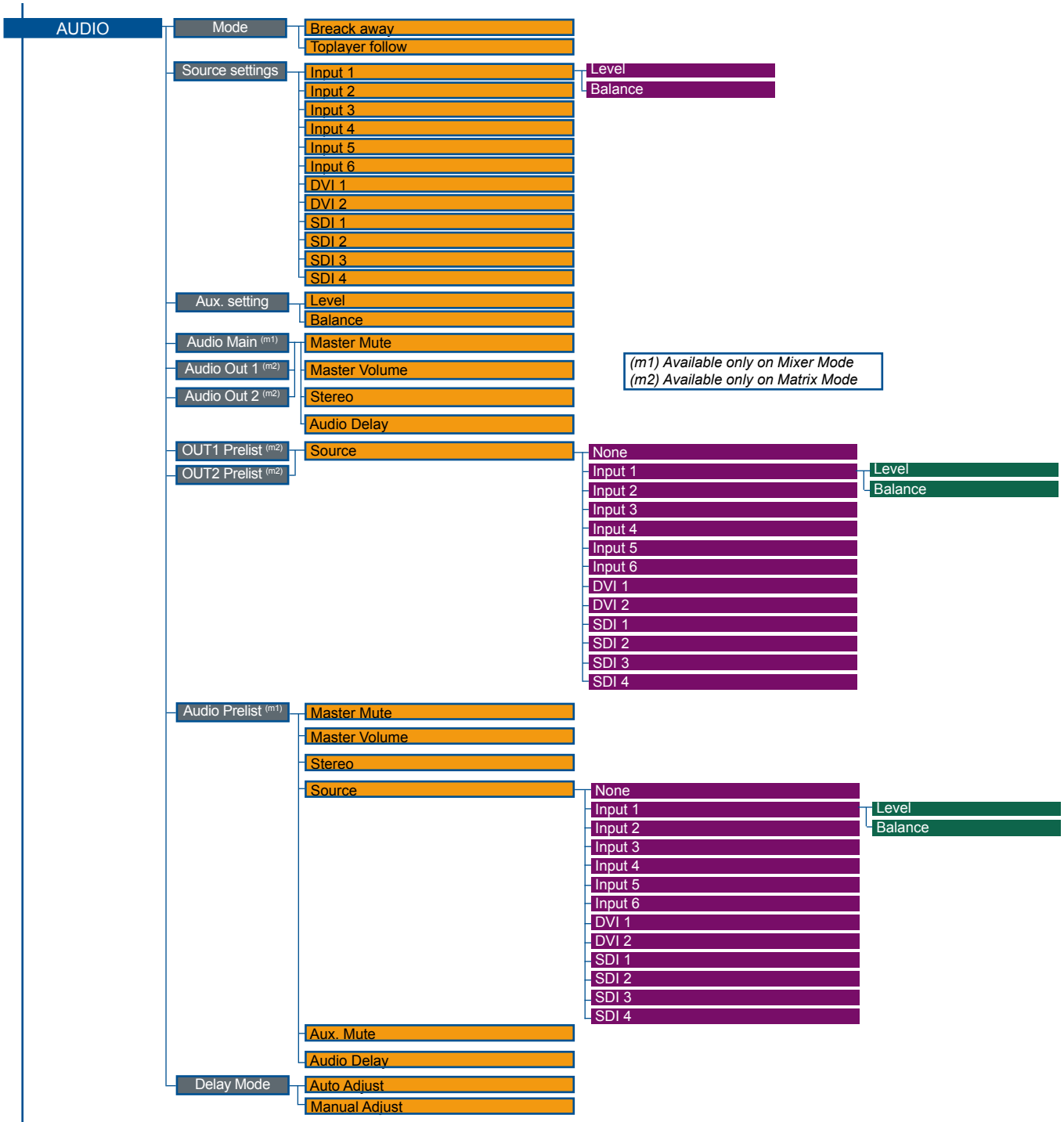


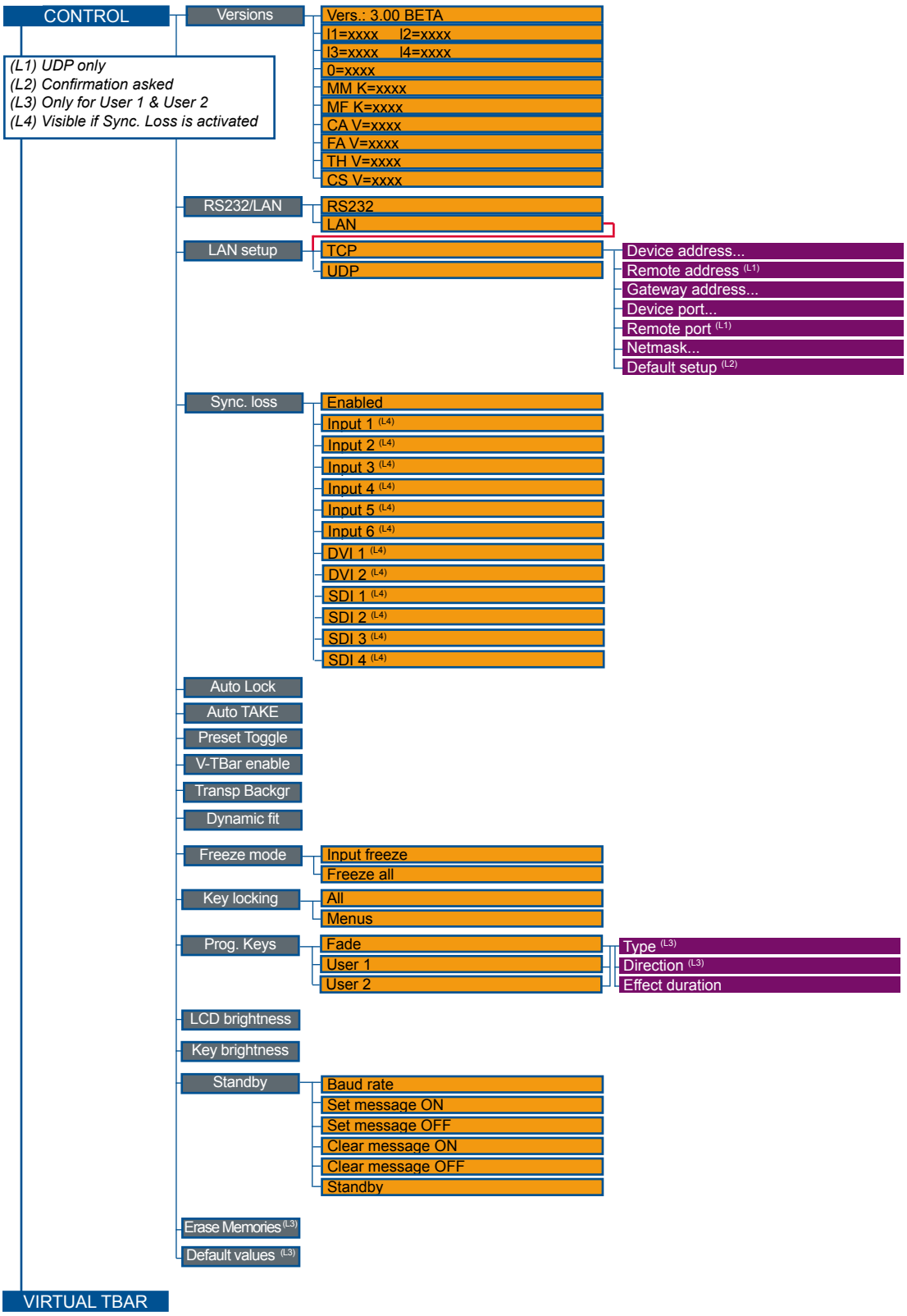
IMAGE (A3)
(A3) displayed when an input is active
Auto Centering (R1)
Blanking Adjust (R2)
H position
V position
H size
V size...
Cropping (R2)
H position
V position
H size
V size...
Optimize (R1)
Phase
H Total
Under/Over (R3)
Underscan
Overscan
Aspect IN
Native
LetterBox_1_78
LetterBox_2_35
Anamorphic
Pillar Box
Aspect OUT
Full screen
Centered
Cropped
1-1
Colorimetry
Brightness
Contrast
Color
Hue (R6)
Advanced (R2)
Red Level (R5)
Green Level (R5)
Blue Level (R5)
2:2 Pulldown (R7)
3:2 Pulldown (R8)
Force 4:3 (R9)
Reset settings
(R1) Analog Computer Input
(R2) Analog Input
(R3) Video Input
(R4) EDTV/HDTV Input
(R5) RGB or YUV or YC or CV
(R6) NTSV Input
(R7) Interlaced 50 Hz
(R8) Interlaced 60 Hz
(R9) SDTV


KEYING/TITLING (A4)
(A4) displayed when a DVI-D is active
Type
None
Lumakey
Chromakey
Lumakey+Titling
Chromakey+Titling
Lumakey (t1)
Level Black
Level White
Chromakey (t2)
Color grabber
H position
V position
Tolerance
Level Black
Level White
Manual setting
Red key
Green key
Blue key
Tolerance
Level Black
Level White
Titling alpha (t3)
Invert keying (t4)
(t1) only displayed for Type = Luma Key or LumaKey+Titling
(t2) only displayed for Type = Chroma Key or ChromaKey+Titling
(t3) only displayed for Type = LumaKey +Titling or ChromaKey+Titling
(t4) only displayed for Type = different from


LAYER (A3)
Layer copy Mode (b7)
Standard Mode
Full Copy
Copy & H. Pos Flip
Copy & H. Flip All (b3)
Layer adjust (b1)
H Pos
V Pos
HV Pos
HV Size (b2)
H Size (b2)
V Size (b2)
(b1) Not available for Background Frame & Live
(b2) Not available for Logos
(b3) Not available for Frames & logos
Layer zoom (b3)
H Pos
V Pos
H Size
V Size
Transparency
Border (b3)
Style
None
Edge
Shadow
Adjust
H Size
V Size
Transparency
Color
Opening effect
Type
Cut
Clean Cut (b3)
Fade
Slide
Wipe
Circle
Stretch
Direction
Left to Right (b4)
Right from Left (b4)
Bottom from Top (b4)
Top from Bottom (b4)
Vertical from Center (b5)
Horizontal from Center (b5)
HV from Center (b5)
From Bottom Left Corner (b6)
From Bottom Right Corner (b6)
From Top Left Corner (b6)
From Top Right Corner (b6)
From Center (b6)
Duration
Closing effect
Type
Cut
Clean Cut (b3)
Fade
Slide
Wipe
Circle
Stretch
Direction
Left to Right (b4)
Right to Left (b4)
Bottom to Top (b4)
Top to Bottom (b4)
Vertical to Center (b5)
Horizontal to Center (b5)
HV to Center (b5)
To Bottom Left Corner (b6)
To Bottom Right Corner (b6)
To Top Left Corner (b6)
To Top Right Corner (b6)
To Center (b6)
Duration
Smooth groove
Status


LOGO/FRAME
Record Frames
Frame 1
Frame 2 (Empty) (lf1)
Frame 3
Frame 4
Frame 5 (Empty) (lf1)
Frame 6 (Empty) (lf1)
Frame 7
Frame 8
(lf1) Empty if slot is free for a Frame
(lf2) Empty if slot is free for a logo
(lf3) Displays only list of valid Frames and Logos
(lf4) Displays only for animated Logo
(lf5) Displays according to keying type chosen
Record Logos
Record Anim
Position / Size Adjust
H pos
V pos
H size
V size
Keying type
None
Luma
Chroma
Luma key (lf5)
Level black
Level white
Chroma key (lf5)
Color grabber
H position
V position
Tolerance
Level Black
Level White
Manual settings
Red key
Green key
Blue key
Tolerance
Level Black
Level White
Cut out color (lf5)
Cut out black
Cut out white
Recording time (lf4)
Store
Logo 1
Logo 2
Logo 3 (empty) (lf2)
Logo 4 (empty) (lf2)
Logo 5 (empty) (lf2)
Logo 6 (empty) (lf2)
Logo 7 (empty) (lf2)
Logo 8
Erase
Frame 1 (lf3)
Frame 3 (lf3)
Frame 4 (lf3)
Frame 7 (lf3)
Frame 8 (lf3)
Logo 1 (lf3)
Logo 2 (lf3)
Logo 8 (lf3)


AUDIO
Mode
Breack away
Toplayer follow
Source settings
Input 1
Level
Balance
Input 2
Input 3
Input 4
Input 5
Input 6
DVI 1
DVI 2
SDI 1
SDI 2
SDI 3
SDI 4
Aux. setting
Level
Balance
Audio Main (m1)
Audio Out 1 (m2)
Audio Out 2 (m2)
Master Mute
Master Volume
Stereo
Audio Delay
(m1) Available only on Mixer Mode
(m2) Available only on Matrix Mode
OUT1 Prelist (m2)
OUT2 Prelist (m2)
Source
None
Input 1
Level
Balance
Input 2
Input 3
Input 4
Input 5
Input 6
DVI 1
DVI 2
SDI 1
SDI 2
SDI 3
SDI 4
Audio Prelist (m1)
Master Mute
Master Volume
Stereo
Source
None
Input 1
Level
Balance
Input 2
Input 3
Input 4
Input 5
Input 6
DVI 1
DVI 2
SDI 1
SDI 2
SDI 3
SDI 4
Aux. Mute
Audio Delay
Delay Mode
Auto Adjust
Manual Adjust
OSD Settings
OSD enable
OSD Fields (osd1)
INPUT
Transparency
Border
Opening effect
Closing effect
Smooth move
(osd1) Available if OSD is activated


CONTROL
Versions
Vers.: 3.00 BETA
I1=xxxx I2=xxxx
I3=xxxx I4=xxxx
0=xxxx
MM K=xxxx
MF K=xxxx
CA V=xxxx
FA V=xxxx
TH V=xxxx
CS V=xxxx
(L1) UDP only
(L2) Confirmation asked
(L3) Only for User 1 & User 2
(L4) Visible if Sync. Loss is activated
RS232/LAN
RS232
LAN
LAN setup
TCP
UDP
Device address...
Remote address (L1)
Gateway address...
Device port...
Remote port (L1)
Netmask...
Default setup (L2)
Sync. loss
Enabled
Input 1 (L4)
Input 2 (L4)
Input 3 (L4)
Input 4 (L4)
Input 5 (L4)
Input 6 (L4)
DVI 1 (L4)
DVI 2 (L4)
SDI 1 (L4)
SDI 2 (L4)
SDI 3 (L4)
SDI 4 (L4)
Auto Lock
Auto TAKE
Preset Toggle
V-TBar enable
Transp Backgr
Dynamic fit
Freeze mode
Input freeze
Freeze all
Key locking
All
Menus
Prog. Keys
Fade
User 1
User 2
Type (L3)
Direction (L3)
Effect duration
LCD brightness
Key brightness
Standby
Baud rate
Set message ON
Set message OFF
Clear message ON
Clear message OFF
Standby
Erase Memories (L3)
Default values (L3)
VIRTUAL TBAR

5-1. THE EIKOS RCS

RCS presentation

The RCS will give you a powerful tool to exploit all the feature of your Eikos at distance. By LAN, or RS232, you will be able to do exactly the same manipulation that you could do from the front panel. Friendly and easy to use, you will take the hand quickly with it.

How to use the RCS ?

You have to install the software on a Computer and have a LAN board or RS232 link to use the RCS. After the installation, launch the program and proceed to the network establishment.

Software installation

1. Turn your computer on and wait for Windows to start up.

2. Insert the included CD-ROM into your optical drive. The Analog Way home window will open automatically.

3. Select the language of the CD-ROM menus, then click on “Install a Remote Control Software” and select the name of your device.

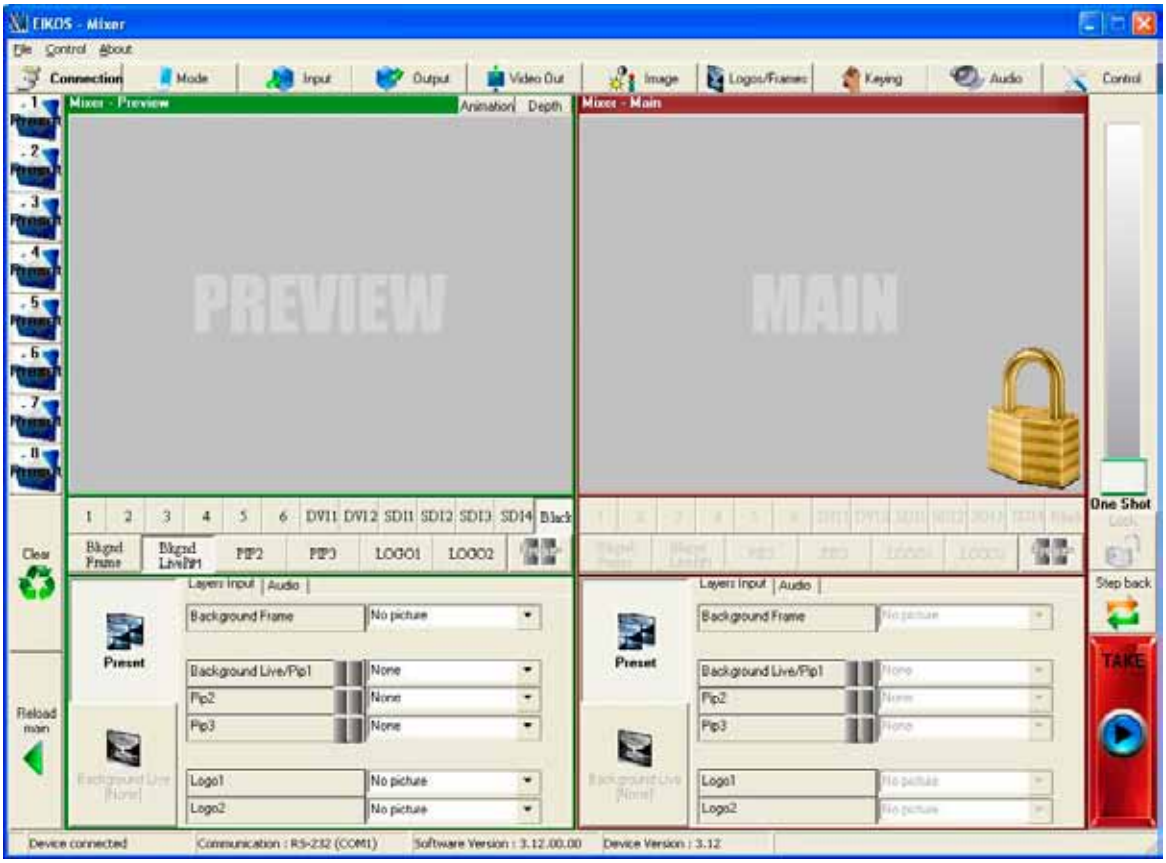
*** NOTE * :** If autorun is not enabled, from the windows desktop, open My Computer and select the CD-ROM drive. Select the Autorun folder, and then select the *autorun.exe* file.

4. Follow the Windows installation instructions.

Software overview

The RCS software for your **Eikos** is composed of several easily identified sections. The tabs menu (1) allows you to navigate through the equivalent of the **Eikos** front panel menu items (see also “The Eikos Menu” p.28). The green window of the RCS (2) represents your Preview window, and can be used to parameter sources, frames, layers and logos directly by clicking on the corresponding button, then navigating through the different available tabs. The red window of the RCS (3) represents your Main window, and can also be used much like the front panel of the **Eikos.**

Create user presets directly in the RCS main window, by clicking on one of the four available Preset icons (4) and setting up your preset in the Preview window. Clear unwanted steps with the clear button (5), reload a fresh copy of your screen via the Reload Main button (6), make smooth takes directly with your mouse or trackpad with the virtual T-bar (7). The Take button (9) will allow you to view any changes made to your preview screen on your main screen, and Analog Way engineers have even implemented a Stepback button (8) to quickly move back to your previous setup in the case of a manipulation error. The status section (10) allows for easy monitoring of the connection status.

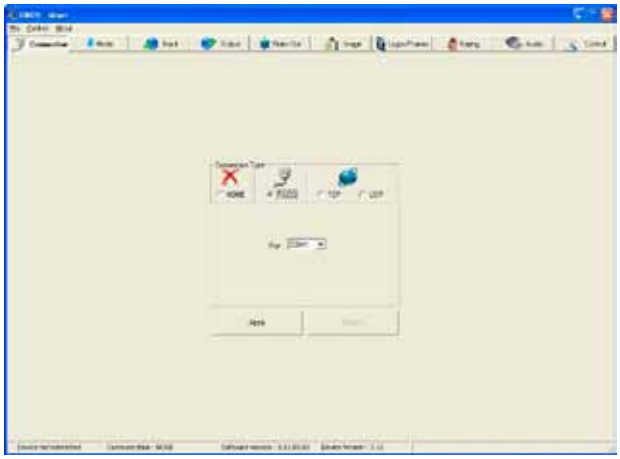


The RCS software for your **Eikos** can be viewed as the software version of the **Eikos** front panel menu section. It allows you to quickly access all of the **Eikos** functions via a single page interface, and easily edit your settings directly from your laptop or PC.

Before starting with the RCS software, you must establish a connection from your laptop to the **Eikos** you wish to run.

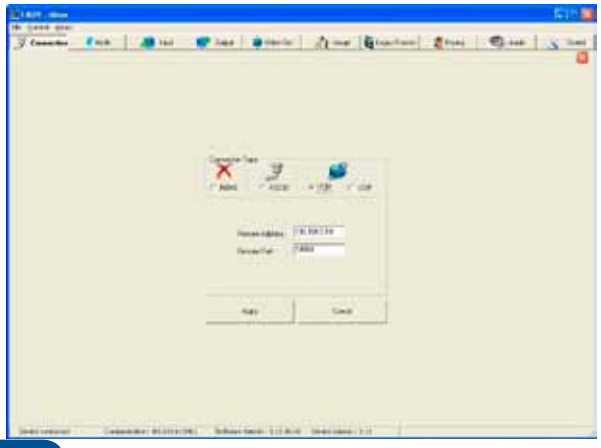
Serial connection

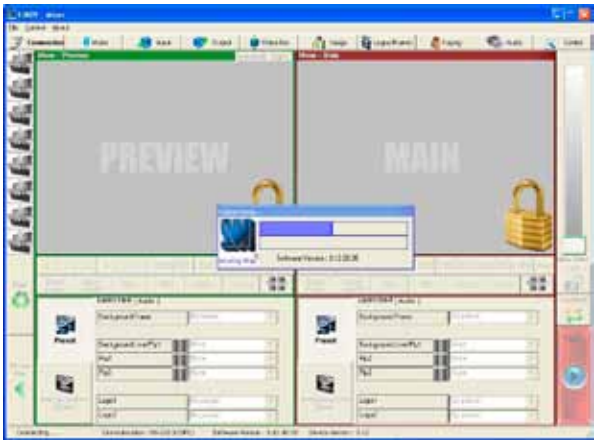
1. Connect an RS232 cable between the **Eikos** and your PC, then power on your devices.
2. Click on the RCS program file on your PC to run the software.
3. Click on the “Connections” tab and select RS232 as the connection type. In the drop-down menu, select the COM port number corresponding to the connected device (default is Port 1).
4. Click apply, and wait for devices to synchronize. The RCS will display the following connection message : “Device Connected”.
5. Click on the “Connections” tab to return to the main screen.



Ethernet connection

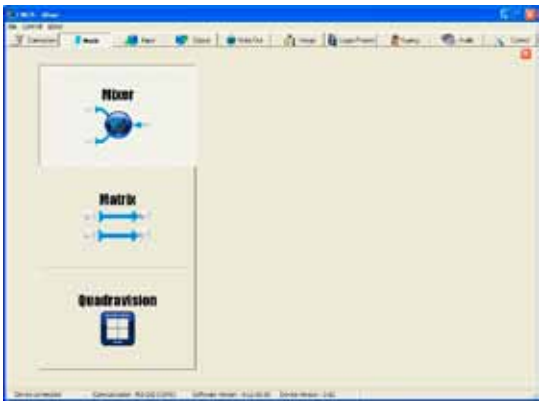
1. Connect a crossed RJ45 cable between the **Eikos** and your PC, then power on your devices. Use straight RJ45 if connecting through a network switcher.
2. Click on the RCS program file on your PC to run the software.
3. Click on the “Connections” tab and select LAN as the connection type.
4. In the “Remote Address” field, enter the IP address of the **Eikos** you wish to control (see also “Working with the Eikos”, p.29).
5. In the “Remote Port” field, enter the remote port number of the **Eikos** you wish to control (see also “Working with the Eikos”, p. 29).
6. Click Apply, and wait for devices to synchronize. The RCS will display a connection message.
7. Click on the “Connections” tab to return to the main screen.





5-2. WORKING WITH THE RCS

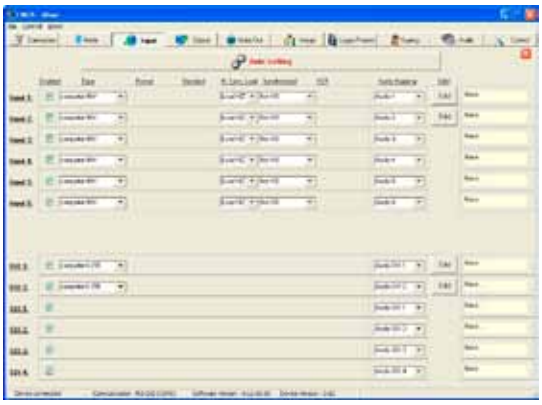
Operating mode



To choose the operating mode you want your **Eikos** to work in, simply click the “Mode” tab, then select the desired mode by clicking on one of the two mode buttons (Mixer or Sync Matrix).

*** NOTE *** : for further detail on different modes, restrictions and settings, please refer to the “Working with the **Eikos**” chapter, p.29, and the “Home Menu” chapter p.47.

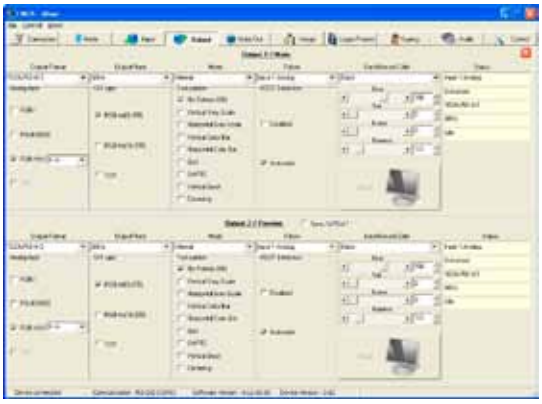
Source input configuration



Once your **Eikos** is wired up to your PC, the first step in properly configuring your machine is to individually select and parameter your inputs.

1. Click on the “Inputs” tab of the RCS.
2. In the Plug column of the “Input” page, select the plug type by clicking the appropriate field.
3. Activate the input in the Enabled column if it is not.
4. In the scroll-down menu of the Type column, select the signal type connected to that plug.
5. Repeat steps 2 to 4 for all sources connected to the rear panel of your **Eikos.**
6. Click on the “Inputs” tab to return to the main screen.

Source output configuration



1. Click on the “Outputs” tab of the RCS.
2. Select the type of plug which is connected to outputs 1 & 2 of your **Eikos** by clicking in the appropriate field in Analog Type or DVI Type for both Main and Preview outputs.
3. Select the appropriate output format and output rate.
4. Click on the “Outputs” tab to return to the main screen.

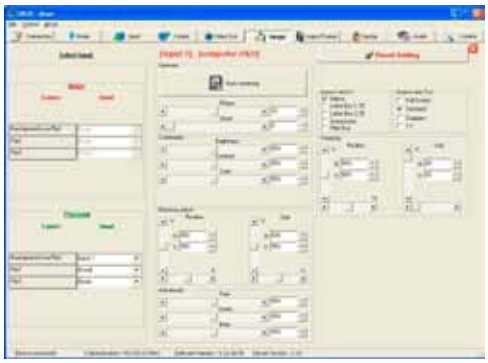
The *Output* menu also allows you to generate test patterns. The test patterns available through the *Output* menu let you quickly and reliably setup your projectors.

*** NOTE * :** Be sure to turn the test pattern off to display your sources again.

Working with PIPs

The **Eikos** allows users to manipulate 2 PIPs (Picture In Picture) which you can move, size, crop or zoom, apply transparency or transitions to.

PIP configuration



1. Click on the *Image* tab of the RCS interface. The empty *Image* screen will appear on screen.

2. By clicking on the drop-down menu in the Preview section, situated next to the layer you wish to use as a PIP, you will access the image parameters of the PIP source you select (1 to 12).
3. Set the desired PIP attributes (size, position, zoom, border, transparency...).

4. Click the *Image* tab to return to the main screen.

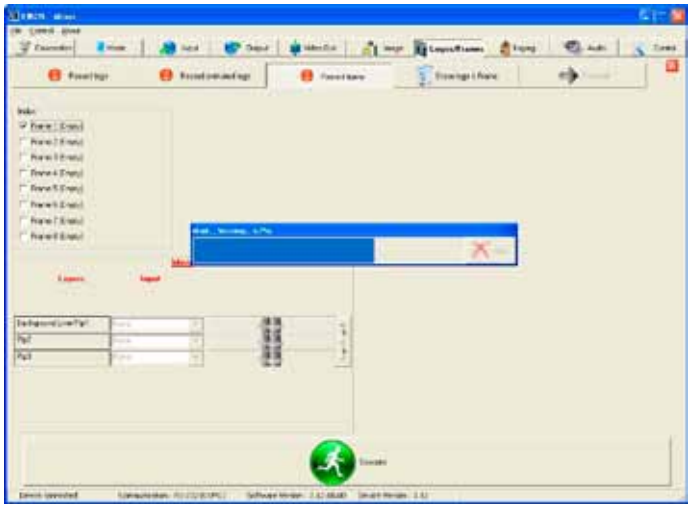
Working with Frames

It is possible to store up to 8 frames in the **Eikos** non volatile memory. Frames are mainly used as backgrounds in a typical show or event setup, and can be recorded from any of the 8 **Eikos** sources and called back at the click of a single button.

*** NOTE * :** To memorize a frame, select an input, and take it to the Main screen. Once the frame is displayed on your Main output, it is then possible to store it to the **Eikos** non volatile memory.

*** NOTE * :** Frames may be used only one at a time. A frame may not be used as a Live Background.

Memorizing Frames in the Eikos



1. In the Input Selection section, click on the source button (1 to 12) of the source you wish to record as a frame.

2. Click on the *Logos/Frames* tab of the RCS interface. Then click on the *Record Frame* button.

3. Click in the field next to the first free Frame to select it.

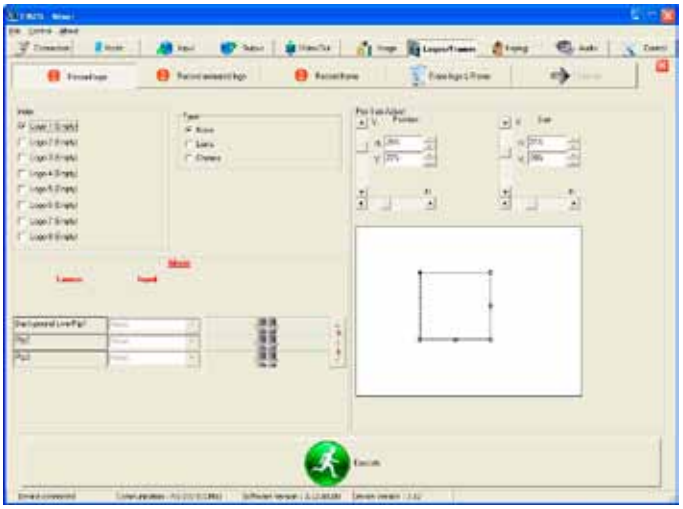
4. Click on the *Execute* button.

Working with Logos

It is possible to store up to 8 logos in the **Eikos** non volatile memory. Logos work in much the same way as frames, and can be recorded from any of the **Eikos'** 12 sources.

Logos have more attributes than frames. They can be sized, positionned, but also keyed via color cutout selection or luma key.

Memorizing Logos



1. In the Input Selection section, click the source button (1 to 12) of the source you wish to record as a logo.

2. In the *Logos/Frames* tab, click *Record Logo*, then select an empty logo memory slot (1 to 8) to record your logo into.

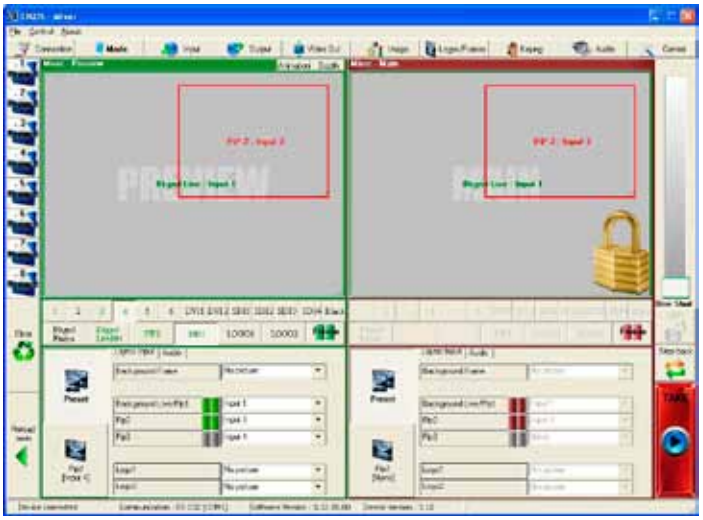
3. Adjust position, size and keying attributes for your logo.

4. Click *Execute* to record your logo into the selected memory slot. The **Eikos** RCS will display a progress bar while recording the logo.

5. In the Input Selection section, click the LOGO1 button, and select logo number (1 to 8) you wish to use. Your logo will appear on the preview screen above any existing layer on screen.

6. Click the TAKE button. Your logo will appear on the main display.

Layer transitions & effects



The **Eikos** offers a wide variety of transitions between the scenes you create for your shows and events. It allows for live recall of 4 user presets, each of which you can edit at any given time.

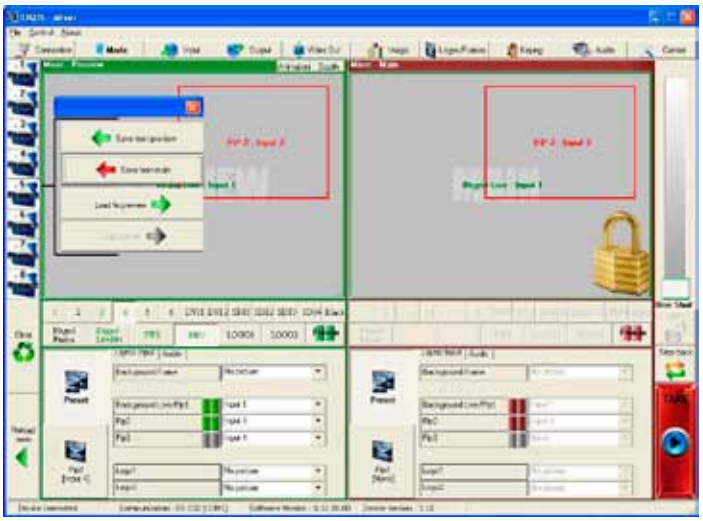
1. In the Layer Selection section, click the PIP1 button. On your Preview screen, PIP1 will appear as a color rectangle. The parameters of the layer will automatically appear in the RCS Preview section.

2. At the bottom of the Preview section, click on the *Transition* tab, then select the transition type from the left dropdown menu, and the effect behaviour from the right dropdown menu.

3. Determine effect duration by sliding the duration bar left (shorter) or right (longer), or by manually setting the value in the duration value box.

4. Repeat the procedure in the *Closing Effect* tab to determine the way your layer will close.

Creating Presets



The **Eikos** allows the creation of user defined presets very easily. Any setup you have configured on screen, can be stored into one of the 4 available user presets.

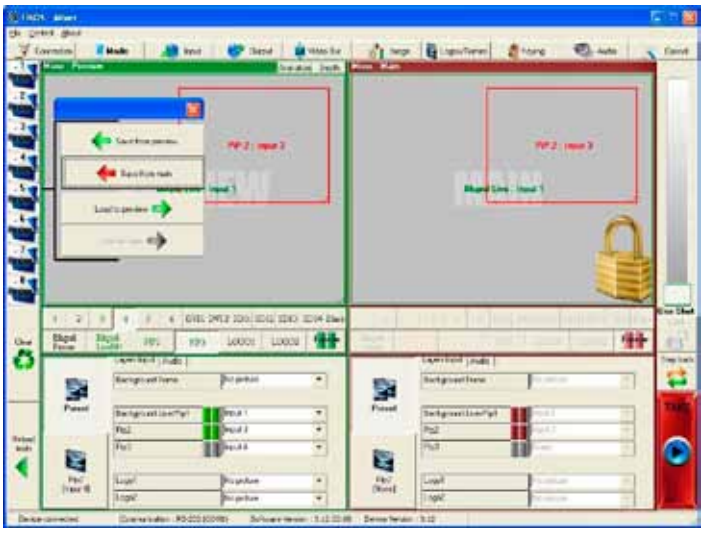
1. After having configured layers, PIP transitions, logos... on your screen (see “Working with the RCS” chapter, p. 59), click on one of the four available *Preset* buttons.

2. In the dropdown menu, choose *Save From Main* or *Save From Preview* to determine which screen you want to memorize the preset from.

3. By clicking one of the two options, the RCS will automatically load and preview the selected Preset.

4. Click the Take button to view your preset on the Main screen.

Working with Presets



The four **Eikos** user presets can be called back at any stage during your show or event.

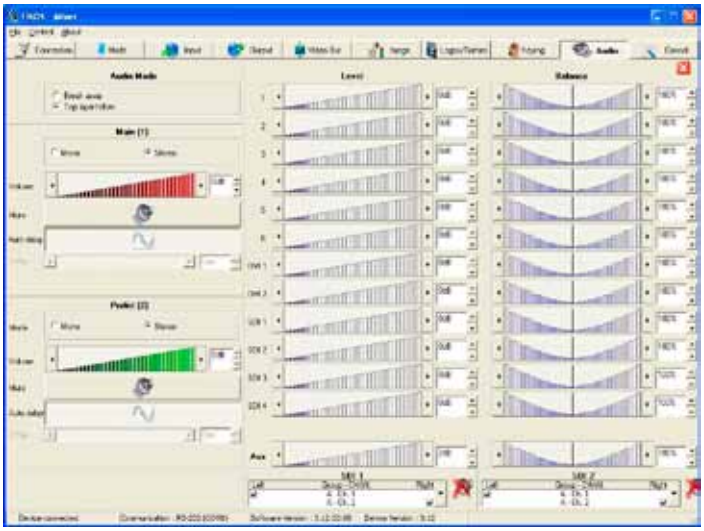
1. Click one of the four available *Preset* buttons to choose which memory you wish to use. Select *Load to Preview* from the dropdown menu, your preset will appear on the Preview screen.

2. Once you have selected your preset, simply click the *Take* button to view the result on your main screen.

Working with Audio

The **Eikos** allows to work with up to 10 stereo inputs, 1 auxiliary input, and 2 embedded SDI audio inputs (via the SDI BNC connectors), all accessible via the *Audio* menu of the **Eikos**, and which can be affected to one or both of the 2 independent symetrical/asymetrical outputs of the device.

Audio configuration



To configure audio settings of the **Eikos**, plug all audio inputs into the device, and click on the *Audio* tab of the RCS home page.

1. Set the Main audio output level and delay (accessible only if Delay Mode is set to Manual Adjust), or click the Mute button to mute Main audio output.

2. Repeat step 2 for the Prelist audio output.

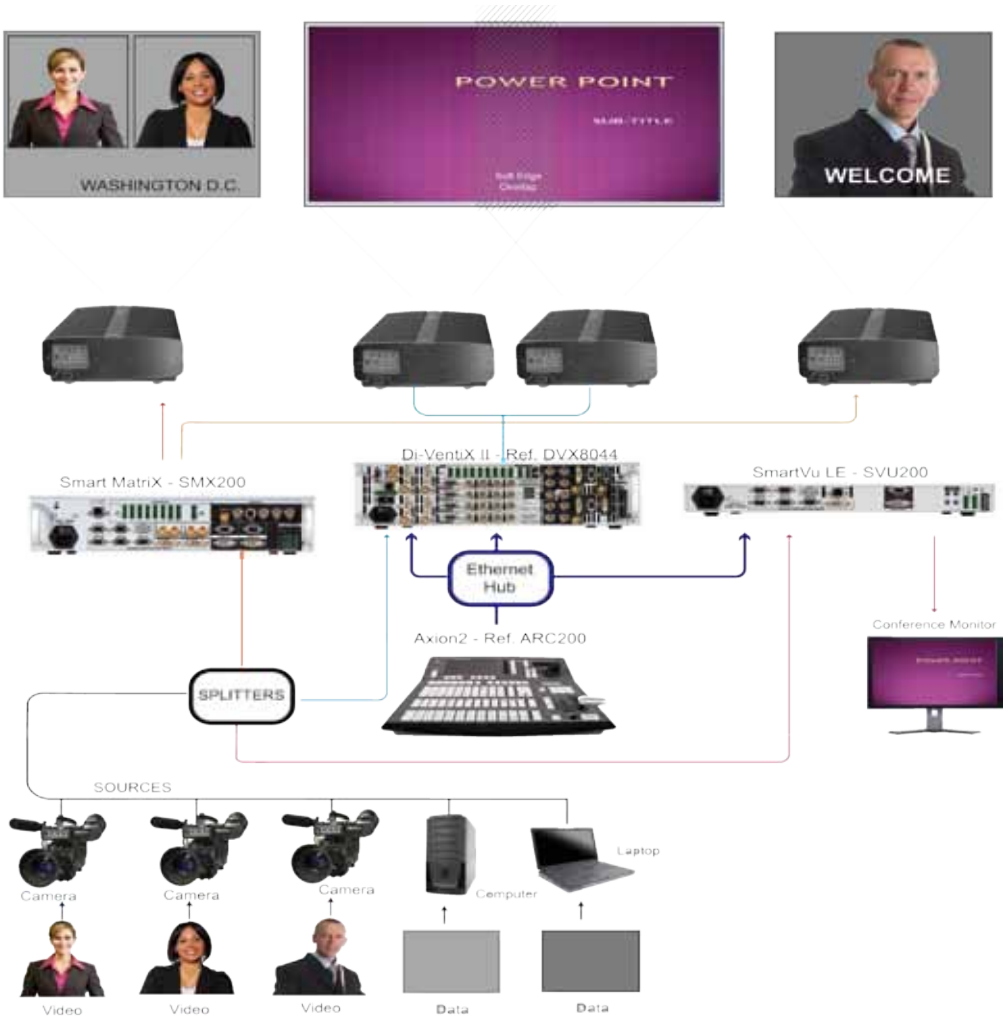
3. Individual source settings (level and balance) for each audio input can be configured in the right hand section of the *Audio* tab.

6-1. AXION 2

Analog Way engineers have designed several remote controllers specifically designed to control the **Di-VentiX II, Eikos, Eikos LE, OPS 300, OPS 200, Pulse, Pulse LE, SmartVu and SmartVu LE, Smart MatriX, Smart MatriX LE, Smart Edge, Smart Quad**.

Axion 2: The Axion 2 is an ergonomic and reliable remote controller for rental & staging/multi-venues at an optimal price/performance ratio. It controls simultaneously up to 6 screens in a single or multiple display configuration.

NOTE: for further information concerning our optional remote controllers, please connect to our website on: **www.analogway.com**

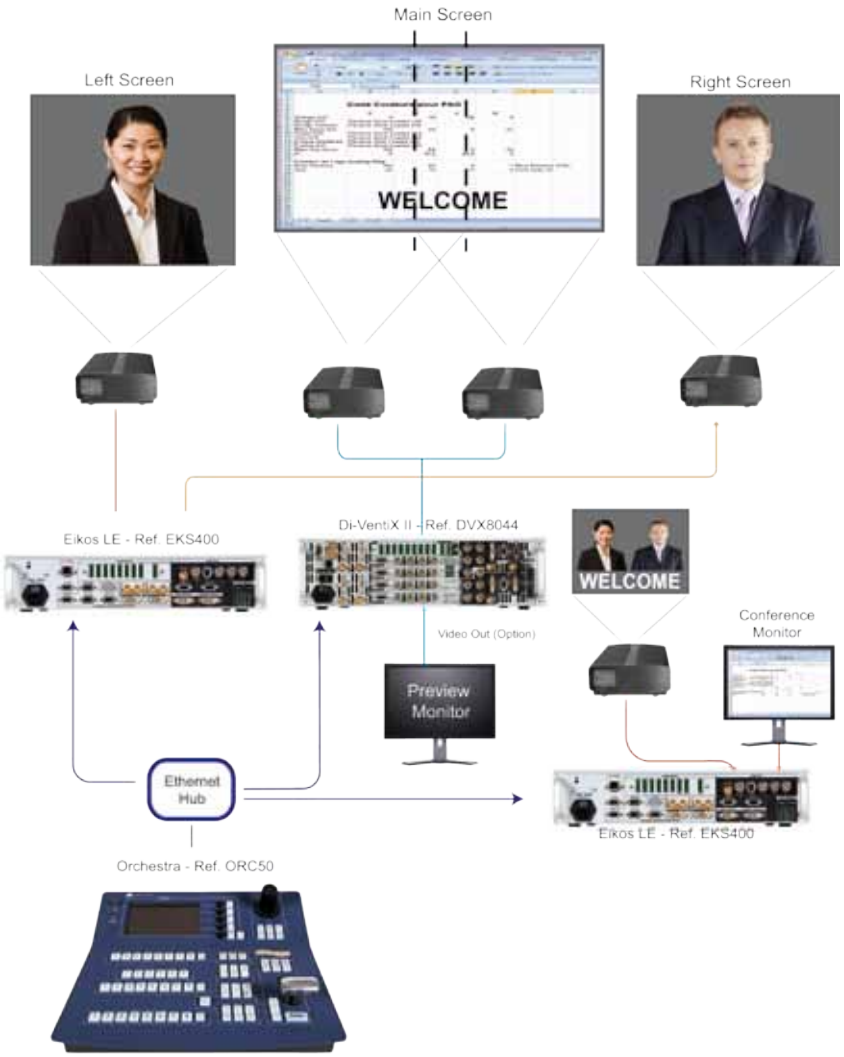


6-2. ORCHESTRA

Analog Way engineers have designed several remote controllers specifically designed to control the **Di-VentiX II, Eikos, Eikos LE, OPS 300, OPS 200, Pulse, Pulse LE, SmartVu and SmartVu LE, Smart MatriX, Smart MatriX LE, Smart Edge, Smart Quad**.

Orchestra: The Orchestra is an ergonomic and reliable remote controller for rental & staging/ multi-venues at an optimal price/ performance ratio. It controls simultaneously up to 6 screens in a single or multiple display configuration.

NOTE: for further information concerning our optional remote controllers, please connect to our website on : **www.analogway.com**



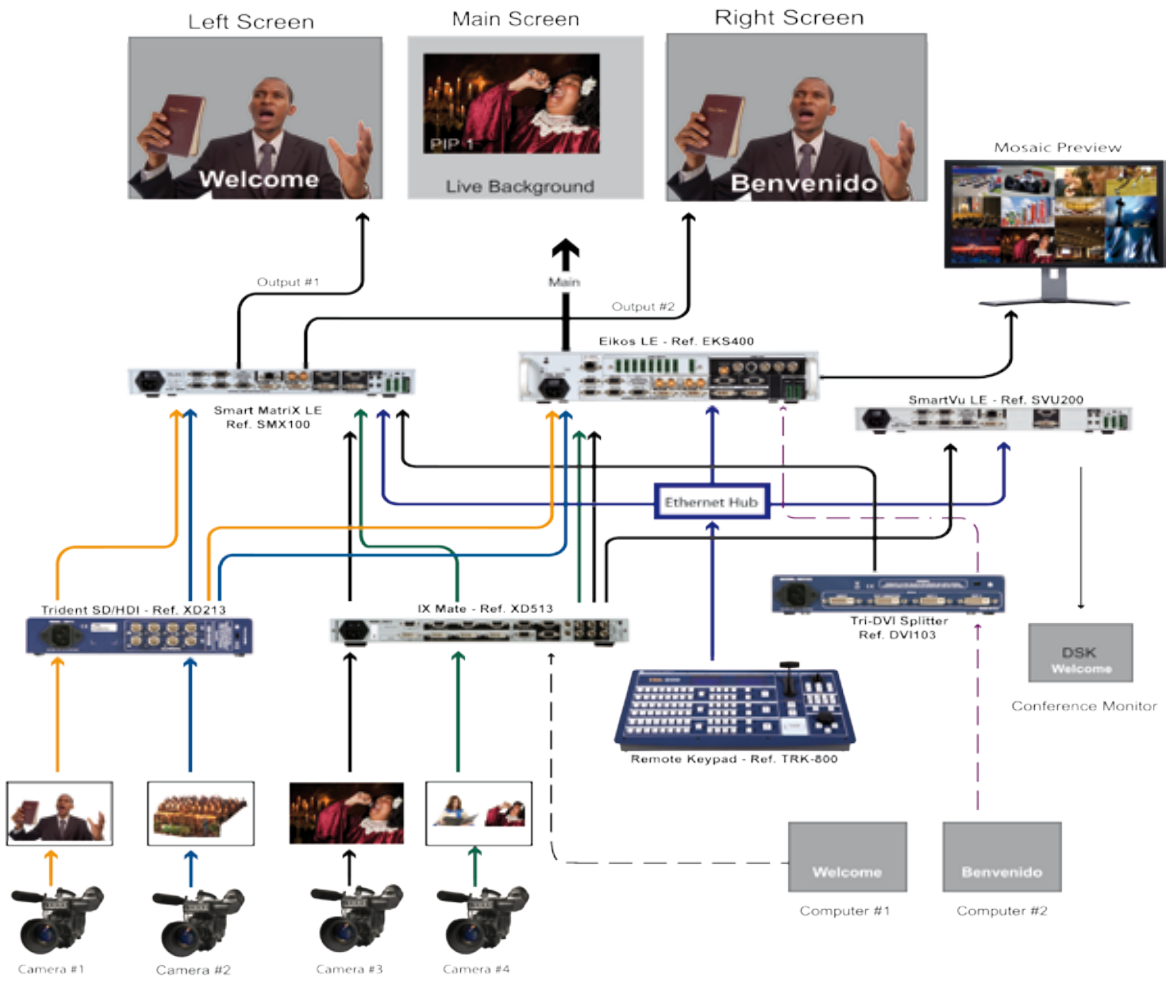
6-3. TRK-800

Analog Way engineers have designed several remote controllers specifically designed to control the **Eikos, Eikos LE, OPS 300, OPS 200, Pulse, Pulse LE, SmartVu and SmartVu LE, Smart MatriX, Smart MatriX LE, Smart Edge, Smart Quad**.

TRK-800: Triple Remote Keypad designed to control up to 3 units.

> Powerful High End Remote Controller
> Controls up to 3 switchers
> Mini Joystick for easy element control
> Ethernet LAN RJ45 connector for easy connection
> Double Large VFD display offering high contrast menu and status

NOTE: for further information concerning our optional remote controllers, please connect to our website on : **www.analogway.com**



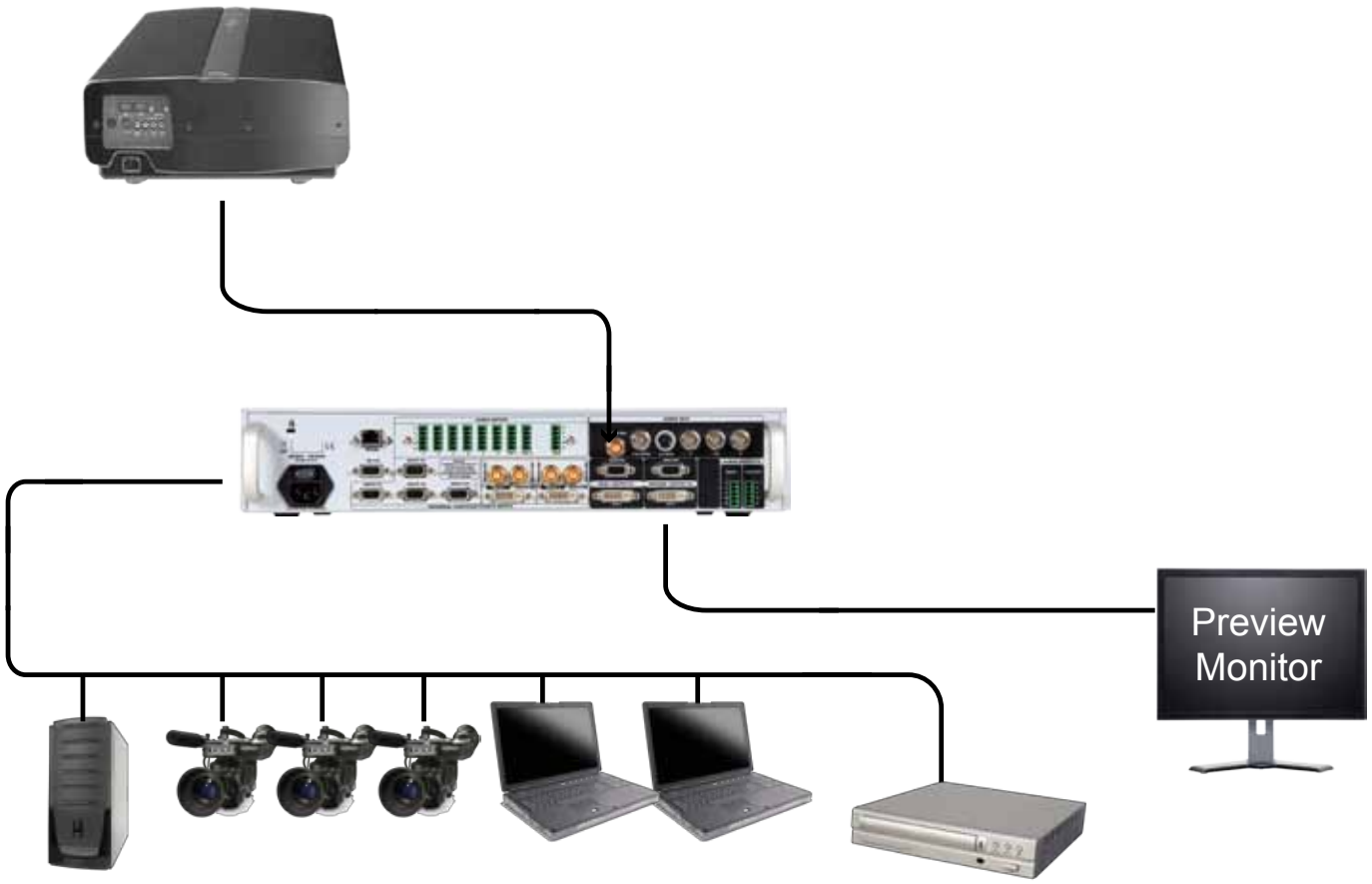
6-4. RK-300

Analog Way engineers have designed several remote controllers specifically designed to control the **Eikos, Eikos LE, OPS 300, OPS 200, Pulse, Pulse LE, SmartVu and SmartVu LE, Smart MatriX, Smart MatriX LE, Smart Edge, Smart Quad**.

RK-300: Remote Control Keypad designed to control Analog Way's new Seamless Switcher

> Very User-friendly Remote Control Keypad
> Controls different Switchers
> Mini Joystick for easy element control
> Ethernet LAN RJ45 connector for easy connection
> Large VFD display offering high contrast menu

NOTE: for further information concerning our optional remote controllers, please connect to our website on : **www.analogway.com**



7-1. ABOUT APPLICATION NOTES

Application notes are intended to make the use of the **Eikos** as easy as possible, by providing visual help in setting up your equipment. In an effort to make the use of our machines the most pleasant experience possible, the Analog Way team are constantly aiming to create easy to follow examples, update information, and furnish our website with useful user information.

Please check on ***www.analogway.com***.

7-2. APPLICATION NOTES

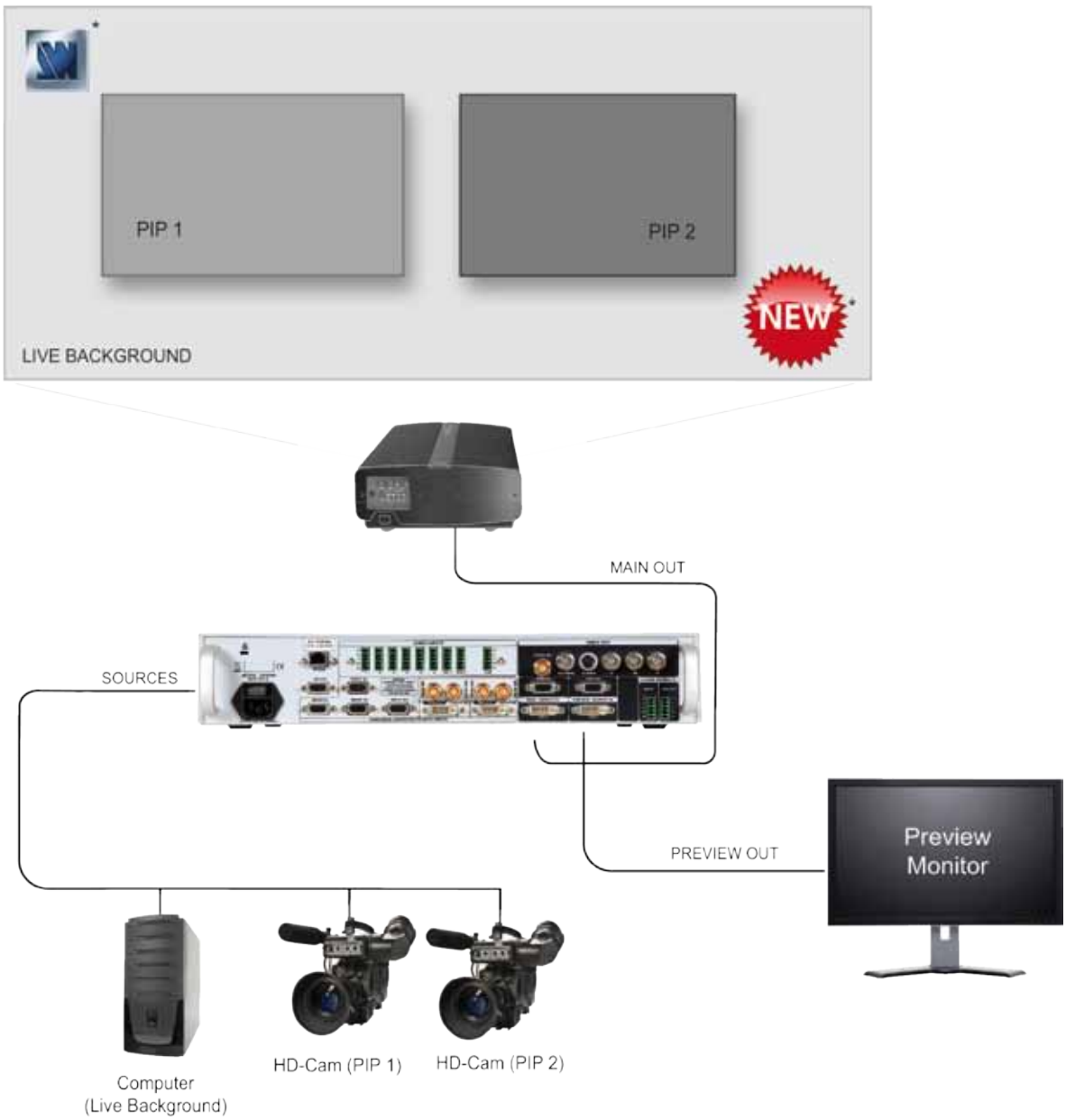
Please see following page for Application Notes.

ANALOG WAY

Application Note #2-1

1 Projector and 1 Eikos in Mixer Seamless Switcher Mode
Live Background with 2 PIPs and 2 Logos

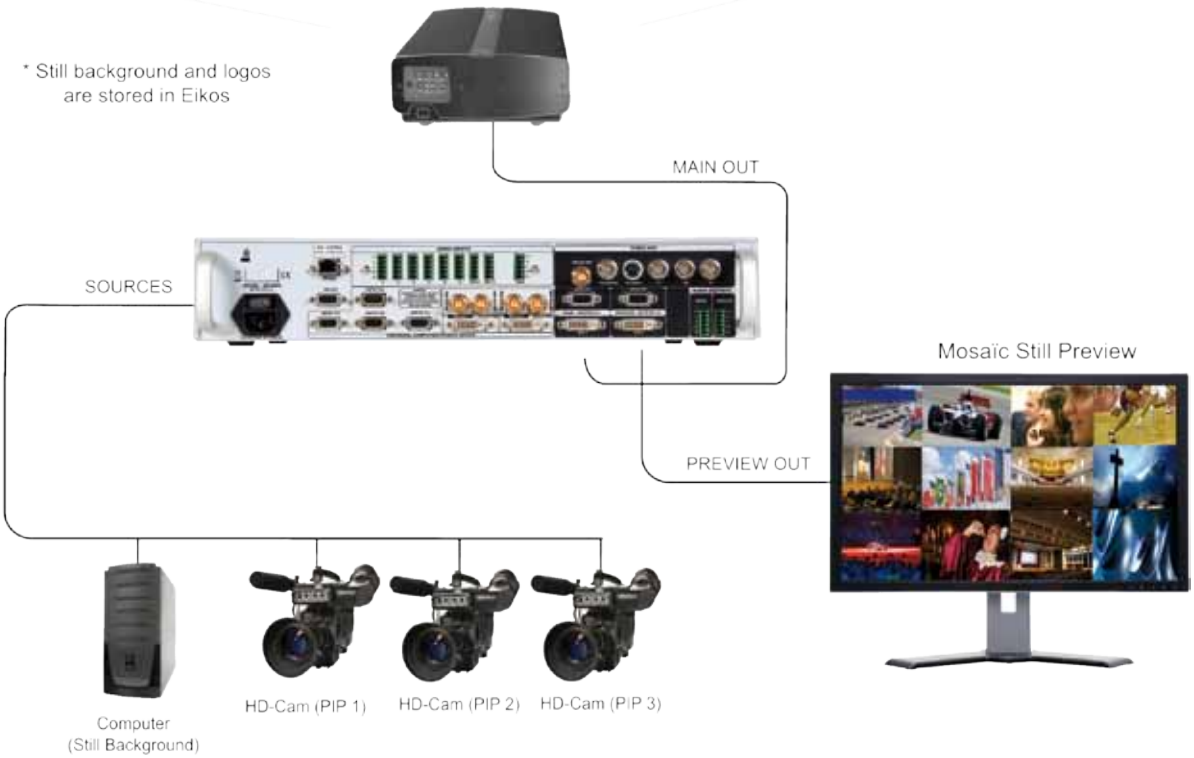
* Logos are stored in Eikos



ANALOG WAY*

Application Note #2-2

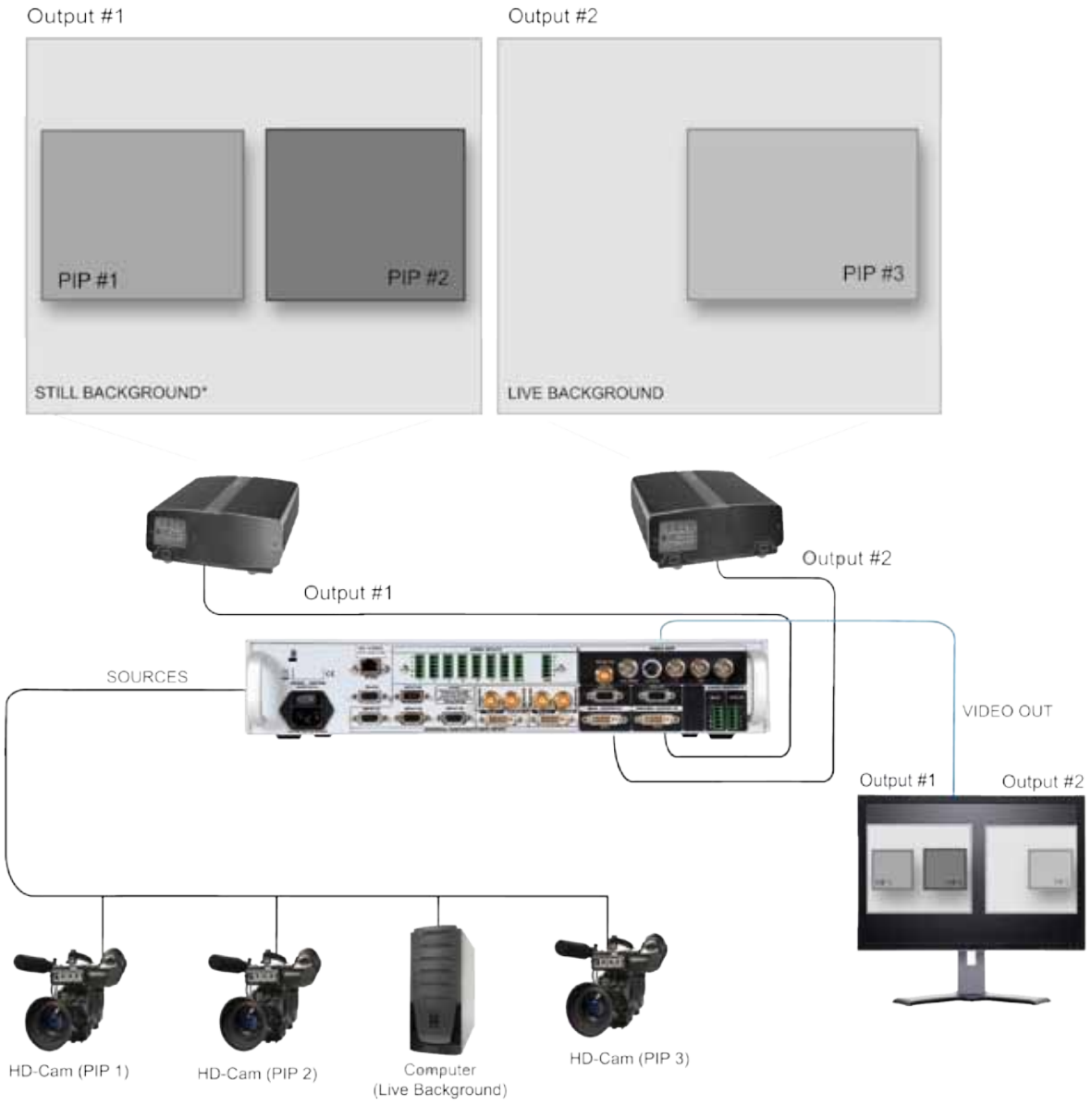
1 Projector and 1 Eikos in Mixer Seamless Switcher Mode
Still background with 3 PIPs, 2 Logos and Mosaic Preview



ANALOG WAY*

Application Note #2-3

Native Matrix Mode with 2 Projectors and 1 Eikos



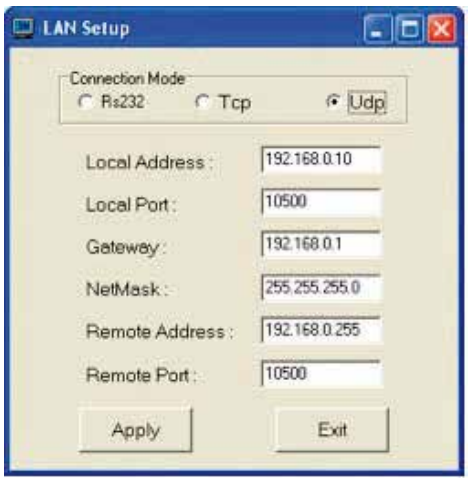
* Still Background stored in non volatile memory.

7-3. EXTERNAL PROGRAMMING

If you need to use your own Software Control program from a PC or automation, the device allows communication through an ASCII code protocol. All commands can be found on the CD-Rom shipped with the **Eikos** in the “Programmer’s Guide” file.

All Analog Way products equipped with an RS232 input are compatible with Crestron, AMX, Medialon, and most major control systems. TCP/IP control ports are also available on most Analog Way products, as standard or as options.

To control an **Eikos** product with an External Remote Controller (PC Software Control - Touch Pad Controller…) follow the indications below :



1. First establish an RS-232 communication between the Remote Control Software and the **Eikos**, in order to setup the LAN parameters of the product.

2. In the “Control” - “Eikos LAN Setup” menu, configure the connection of the **Eikos** product in UDP mode and setup the Local and Remote Addresses as well as the Local and Remote Ports in concordance with your Network.

3. Configure the TCP/IP address of your External Remote Controller.
   In example: 192.168.000.001

4. Setup the UDP connection of your External Remote Controller in concordance with your Network.

In example on the Remote Software in the “Control” - “RS232/LAN Setup” - “LAN/Setup” menu :

5. Setup the LAN parameters in UDP mode in the “Console” - “LAN Setup” menu.

   In example: RK Address: 192.168.000.002
   Remote Address: 192.168.000.010
   Gateway Address: 192.168.000.001
   RK Port: 10500
   Remote Port: 10500
   Netmask: 255.255.255.000

6. Select the LAN communication port in the remote controller console - “RS232/LAN port” menu.

7. You can now control your **Eikos** product with an External Remote Controller.

8-1. ANALOG WAY LIMITED WARRANTY

All **Analog Way** products have a 3 years warranty on parts and labor, back to factory. This warranty does not include faults resulting from user negligence, special modifications, electrical surges, abuse (drop/crush), and/or other unusual damage.

8-2. SERVICES AND RMA

In the unlikely event that a product is required to return for repair, please call the regional Maintenance center / Customer Service, and ask to receive a Return Material Authorization number (RMA). Three regional maintenance centers are available depending on your location. See map below for information on which regional maintenance center you depend on.

RMA Conditions :

1. Prior to returning any item, you must receive a Return Material Authorization (RMA) number.
2. All RMA numbers must appear on the return-shipping label.
3. All shipping and insurance charges on all RMAs must be prepaid by the customer.

North & South America

Analog Way Inc.
299 Broadway, Suite 1620
New York, NY 10007
United States of America

Europe, Middle East and Africa

Analog Way SAS
33 rue du Saule Trapu
Parc du Moulin
91300 Massy - France

Asia - Pacific

Analog Way Pte Ltd.
No. 10 Ubi Cresent
#03-05 Ubi Techpark Lobby A
Singapore 408564

CONTACT INFORMATION

HOW TO CONTACT US

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For more documentation, general information, or simply to keep up to date with new releases and upcoming Analog Way products, please log on to **www.analogway.com**.

Before calling your regional maintenance center, please gather the following information :

- Serial number of the unit
- Firmware version (look in : CONTROL MENU/VERSIONS)
- Model reference (**EKS500**)
- Description of failure

Information on Unit Disposal

In the European Union :
If the product is used for business purposes and you want to discard it :

Please contact your Analog Way dealer who will inform you about take-back of the product. You might be charged for the costs arising from take-back and recycling.

For Spain :
Please contact the established collection system or your local authority for take-back of your used product.

In other countries outside the EU :
If you wish to discard of this product, please contact your local authorities and ask for the correct method of disposal.

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Designs and specifications are subject to change without notice
The illustrations and screens described in this manual may be exaggerated or simplified for easy recognition and may be slightly different from the actual unit.

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